COMICS BUYER'S GUIDE

#1300

October 16, 1998

ISSN 0745-4570

$3.95 United States

$4.95 Canada

PRIZES VALUED AT $1300 IN THIS ISSUE'S CONTEST!

..IRIS?..

MEGA-ISSUE exploring the CRISIS

special report: IS THE COMICS RECESSION OVER?

See page 6!

™ and © DC Comics 1998. All rights reserved.
Fred Hembeck ™ and © 1998. All rights reserved.

This issue was mailed September 30
Newspaper Handling/Periodical Class

***** 3-DIGIT 105
BG 99010 ///
0565 -
10509

SWORDS & SORCERY - BETRAYAL & BLOOD
DARK SCHNEIDER IS THE . . .

BASTARD!!

SUGGESTED 16 UP

English Dubbed $19.98 S.R.P.

English Subtitled $24.98 S.R.P.

A lone warlock, freed from years of imprisonment, stands against an army of destruction bent on world conquest and the resurrection of an ancient evil. But Dark Schneider is not protecting the desperate people of Meta-Rikana out of the goodness of his heart. After all, they were the ones who imprisoned him for leading this same army against their city the first time. However, he's not about to let *his* old army, *his* old generals, and *his ex-girlfriend* show him up. Besides, his *new* girlfriend is counting on him and it's been a while since he had some fun...

AT COMIC BOOK STORES EVERYWHERE!

Call Pioneer Customer Service at 800-421-1621 for more information or check out our website at www.pioneeranimation.com

Bastard! © 1992, 1998 Kazushi Hagiwara •Shueisha/Pioneer Entertainment L.P.

PIONEER
The Art of Entertainment

BLUE LINE™ ART PRODUCTS

DESIGNED FOR THE COMIC BOOK ARTIST

"ALL YOU NEED IS THE INSPIRATION"

Bill Cole Enterprises is please to present the famous Blue Line Art supplies. With items ranging from pencils to Pro Comic book pages, we have it all. From cover to cover Blue Line Art supplies fill your every need to create your own comic book.

Items are in stock for immediate delivery.

See our full catalog on the internet at www.neponset.com/bcemylar. Sign up to be on our e-mail mailing list. Our new 1998-1999 catalog will be available shortly. Send for a free copy today!

Strathmore Acid-Free Bristol Board Comic Book Pages

20 Sheets per pack

All pages are 11" X 17" with an image area of 10" X 15"

	1-5pkg	6-11pkg	12+ pkg	Wt/pkg
BL1015 **300 Series regular.**	29.95	27.50	26.50	(1)

100 lb. acid free paper. Ideal for pencil, charcoal and watercolor.

BL1016 **00 Series smooth.**	29.95	27.50	26.50	(1)

100 lb. acid free paper. Ideal for ink, pencil and marker.

BL1008 **400 Series Regular**	28.50	27.25	26.75	(2)

2 ply acid free bristol board ideal for pencil and ink.

BL1009 **400 Series smooth.**	28.50	27.25	26.75	(2)

2 ply acid free bristol board. Ideal for pencil, ink, charcoal and watercolor.

BL1020 **500 Series regular.**	55.00	52.50	51.50	(2)

2 ply 100% cotton fiber acid free paper. Best for pencil, charcoal and watercolor.

BL1021 **500 Series smooth.**	55.00	52.50	51.50	(2)

2 ply 100% cotton fiber and acid free paper. Unsurpassed for fine pen and pencil work aswell as markers.

BL1033 **500 Series smooth**	73.00	69.50	68.00	(2)

3 Ply Top of the line 100% cotton fiber acid free paper. Unsurpassed for fine pen and pencil work as well as markers.

BL1035 **500 series regular**	73.00	69.50	68.00	(2)

3 Ply Top of the line 100% cotton fiber acid free paper. Unsurpassed for pencil, charcoal and watercolor.

Designing Your Own Comic Book Pages

BL1001 COMIC BOOK PRO PAGES

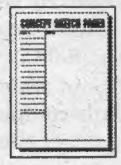
11x17 3 ply Art Index board with 10x15 image area, designed to allow ink to dry quickly. Includes 1 #BL1007Pro Comic Book Cover Sheet. 24 pages per pack

1-5pkg	6-11pkg	12+ pkg	Wt/pkg
$13.95	$13.00	$12.50	(3)

BL1003 COMIC BOOK PAGES

11x17 2 ply Bristol Board with 10x15 image area. Economical design allows ink to dry quickly. 24 pages per pack

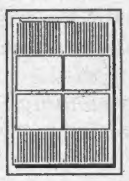
1-5pkg	6-11pkg	12+ pkg	Wt/pkg
11.95	11.00	10.50	(2)



BL1004 CONCEPT SKETCH PAGES

8 1/2X11 premium 2 ply art index board designed for quick sketches and notes. 25 pages per pack

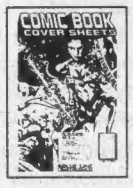
1-5pkg	6-11pkg	12+ pkg	Wt/pkg
8.95	8.25	8.00	(1)



BL1005 LAYOUT PAGES

Mini version of Concept Sketch pages. Flip through 4 small thumbnailpages on each 8 1/2x11page and see your story come to life. 30 pages per pack.

1-5pkg	6-11pkg	12+ pkg	Wt/pkg
8.95	8.25	8.00	(1)



BL1007 COVER SHEETS

Designed to help you remember the essential elements of a comic book cover. 2 Ply Premium Art Bristol Board. 12 pages per pack.

1-5pkg	6-11pkg	12+ pkg	Wt/pkg
9.95	9.25	9.00	(1)

BL1018 STORYBOARD TEMPLATES

A quick and easy way to show movement and sequences in a story. 100 8 1/2x14 pages have three large panels with text lines below for detailed art and storytelling.

1-5pkg	6-11pkg	12+ pkg	Wt/pkg
12.95	12.00	11.50	(2)

BL1006 SAMPLE PACK

4 BL 1003 Comic Book Pages,
4 BL 1004 Concept Sketch Pages,
3 BL 1007 Comic Book Cover Sheets,
3 BL 1005 Layout Pages and
3 BL 1001 Pro Comic Book Pages.

1-5pkg	6-11pkg	12+ pkg	Wt/pkg
9.95	9.25	9.00	(1)

BL1002 CREATE YOUR OWN COMIC

Boxed set includes instruction booklet,
6 #1004 Concept Pages,
6 #1005 Comic Book Layout Pages,
24 #1003 Comic Book Pages and
1 #1007 Comic Book Cover Sheet.
1 Character Template

1-5pkg	6-11pkg	12+ pkg	Wt/pkg
19.95	18.25	17.75	(2)

Autograph SketchBooks

For artists and collectors

BL1010 REGULAR SKETCHBOOK

Hard cover sketchbook with 200 70 lb. art paper pages. 8 1/2 x 11 size

1-5pkg	6-11pkg	12+ pkg	Wt/pkg
20.95	19.25	18.75	(2)

BL1011 TRADITIONAL SKETCHBOOK

11 x 17 size with hardcover. Same description as the BL1010

1-5pkg	6-11pkg	12+ pkg	Wt/pkg
23.95	22.00	21.25	(5)

Artists Kits

BL1012 INKERS ART KIT

Contains the following:

1 #102 inking pen, 1 1 oz. Black waterproof ink, 1 #1 round brush, 1 large kneaded eraser, 1 12" ruler, 1 protractor, 1 45/90 degree triangle, 1 60/30 degree triangle, 1 non-photo blue pencil, 2 penciled pages (ready to ink), travel box, and 20 Pro Comic Pages.

1-5pkg	6-11pkg	12+ pkg	Wt/pkg
29.95	27.95	27.00	(4)

BL1013 PENCILERS ART KIT

Contains the following:

1 6" ruler, 2 protractors, 2 45/90 degree triangles, 2 60/30 degree triangles, 1 compass, 1 pencil sharpener, 1 eraser, 1 large kneaded eraser, 3 non-photo blue pencils, 1 12" ruler, travel box, 20 Pro Comic Book Pages.

1-5pkg	6-11pkg	12+ pkg	Wt/pkg
24.95	23.95	23.00	(3)

PAYMENT MUST ACCOMPANY ORDERS

MA Residents add 5% sales tax. Minimum Order is $20.00 excluding freight.

24 hour Toll Free Order Line for Mastercard, Visa, or Discover Orders Only

1-800-225-8249

(This is a recorded tape and does not relay product information or messages.)

24 hour Toll Free FAX Line for ordering only - 1-800-FAX-BCE8

GENERAL SHIPPING & HANDLING

TOTAL SHIPPING WEIGHT	IF YOUR ZIP CODE BEGINS WITH: 0,1	2,3 or 4	5,6 or 7	8,9	APO, FPO, AK,HI & ALL U.S. TER. via Parcel Post	ALL FOREIGN COUNTRIES via Parcel Post
0-2	6.50	7.50	8.00	8.50	7.00	12.50
3-5	8.00	8.50	9.00	9.75	9.50	14.50
6-10	9.75	11.00	11.50	12.75	16.75	29.25
11-15	11.00	12.75	13.50	15.75	22.00	37.75
16-20	12.75	15.00	16.00	19.50	25.50	48.75
21-25	15.50	16.75	19.50	21.25	28.50	65.50
26-30	16.75	18.75	21.75	24.75	29.00	75.00
31-35	19.25	21.75	24.25	28.50	30.00	84.50
36-40	20.50	22.50	25.75	29.00	33.00	94.50
41-45	21.50	24.75	28.50	32.50	34.00	103.75
46-50	23.00	27.50	30.50	35.75	35.00	116.50

Note: *If weight is above 50 lbs., add together additional amounts. (Example: 60 lbs. in Zip 1 would be $23.00 plus $9.75, or $32.75 total.)*

Bill Cole Enterprises, Inc.
P.O. Box 60 Dept. CBG 1300
Randolph, MA 02368-0060
(781) 986-2653 Fax (781) 986-2656
e-mail: bcemylar@internetmci.com
web site: http://www.neponset.com/bcemylar
Our 1270th consecutive as in CBG

Blue Line™ is a trademark of Knight Entertainment.

RETAILERS/DEALERS - CALL OR WRITE FOR PRICING.

This week in CBG

On the cover:

DC downsized its multiverse into a single universe in 1985's *Crisis on Infinite Earths*. Now as the company is poised to release a limited-edition hardcover collection of the groundbreaking maxi-series, ***CBG*** takes a look at the series, its creation, and its aftermath.

Your guide to 'Crisis' coverage

'Crisis' overview *by Brent Frankenhoff* **32**
Mastering 'Crisis' *by Matt Brady* **44**
Dateline @!!?★: A visit with Barry Allen *by Fred Hembeck* **72**
A very special 'Crisis' special *by Matt Brady* **83**
Ask Mr. Silver Age: Tula and Ra-Man *by Craig Shutt* **84**
What's up with Wildcat? *by Marc Patten* **86**
The Psycho Pirate's continuity Crisis *by Scott Brick* **88**
Marvel's mutant Crisis *by Patrick Daniel O'Neill* **91**
Whatever happened to? *by Marc Patten* **92**
Charlton heroes come to DC *by Marc Patten* **93**
Between 'Crisis' and 'Zero Hour' *by Jack Abramowitz* **94**
'Crisis' Badminton *by Brian Douglas Ahern* **96**

Plus! Check out this week's contest! The insert card to enter can be found between Pages 22 and 23. If it's missing, please contact our circulation department at the number or e-mail below.

Ask Mr. Silver Age by Craig Shutt **98**
Think you know all about Superman's early days? Take this true-or-false quiz and find out.

But I Digress by Peter David **122**
Peter has thoughts on Kara Zor-El.

The Mr. Silver Age Trivia Quiz by Craig Shutt **102**
Are *you* smarter than the Fans and the Pros?

Point of View by Mark Evanier **56**
Mark has an issue and stories about tissues.

Tony's Tips by Tony Isabella **70**
Tony celebrates 1,300 issues of ***CBG***.

Ad Information 121
Assignment: Comics 6
CBG Calendar 100
Circulation Scavenger Hunt 61
Classifieds 113
Comics Guide 105
Comics Panel 101
Comic Strip 69
Comics Trader 110
For Art's Sake 14
Juggling Multiple Titles 56
Now Appearing 109
Oh, So? 14
Old Paper 24
Retailer Directory 106
Scouting Report 28
Showcase 64
Subscription Service 6
Toy and Model News 82
What, Where, and When 67
Wolff & Byrd 67

Comics Buyer's Guide #1300 October 16, 1998 (Vol. 28, #42)
Claude Chmiel • Publisher and Advertising Sales Manager
Maggie Thompson • Editor
John Jackson Miller • Managing Editor
Brent Frankenhoff • Projects Editor
Joyce Greenholdt • Associate Editor
John Diser • Advertising Sales
Meredith Miller • Advertising Sales
Kevin Novak • Advertising Sales
Lori Hauser • Advertising Sales Asst.
Phone: (715) 445-2214 ♦ **Fax:** (715) 445-4087 ♦ **Subscription Service:** (800) 258-0929
Subscription matters can also be e-mailed to **circulation@krause.com**.
Printed in the USA.

Comics Buyer's Guide (ISSN 0745-4570) is published weekly for $38.95 per year by Krause Publications, Inc., 700 E. State St., Iola, WI 54990; Clifford Mishler, president, Iola, WI 54945. Periodical class postage paid at Iola, WI 54945, and additional mailing offices.
Postmaster: Send address changes to **Comics Buyer's Guide**, 700 E. State St., Iola, WI 54945.

Entire contents © 1998 by Krause Publications, Inc. The **Comics Buyer's Guide** logo is protected through trademark registration in the United States. Typographical errors occasionally appear in advertisements, and prices are subject to change without notice.

Meet you at the gift shop by the monument

When we come to a landmark, we feel inspired to look at the land around it. What's it like? Is it an attractive place to pause for reflection? Has the road leading to it been rocky, with only the hardy surviving the trip to get there? Has it been a slippery slope? Or have we faced little more than a stroll on a well-marked boulevard, with occasional pauses for a diverting cup of cappuccino?

This passenger car on the roads of our entertainment industry seems to have been part of an amusement-park ride. There have been slow, steady rides to the tops of a number of hills — and quick, stomach-churning plunges before the next slow, steady ride to the next heights. (Will Eisner repeatedly said at this year's San Diego con, "I've seen this industry die three times in my career.")

But, as Disney World compares to a county fair, the current comics world is a wonder of talent and technology, compared to what it had in 1983, when ***CBG*** became a typeset newspaper. When that happened in #482 — 819 issues ago — my late husband, Don, and I were blown away by the variety of opportunities to provide readers with more cool stuff than had been possible before. The height of technological supremacy in fan output prior to that had seemed to us to be the carbon-ribbon (correcting!) Selectric and camera-ready output.

☛ Landmark, amusement-park, and county-fair metaphors aside, comic-book collecting has come a heck of a far piece. With #482, people said we'd never get enough editorial material to fill a weekly newspaper, the typeset material (typeset! wow!) spewed out on galleys which had to be trimmed with scissors, waxed, and placed on layout templates. We didn't have a photocopier which would reproduce in anything but 100% size. And we had *one* color we were allowed to add to black for our Page One. (Our effort to get that color to vary each week took, literally, years.)

☛ More than 15 years later, the industry has experienced a bunch of ups and downs, new, exciting technology is here to stay, and — after an exciting plunge in business — the field is —

Well, check out what John Miller has to say about *that*, starting on Page 6.

☛ Many fans complain when the continued nature of the storyline confuses a new reader trying to get the hang of things. But we tend to do the same thing when we assume all our readers are familiar with the in-group terminology you'll find in every issue. Scott Brick's article in this issue should help on such terms as "retcon." And "reboot" comes via computerspeak for turning on a computer (a term which, in its turn, came from the science-fiction story "By His Bootstraps," which originally appeared in *Astounding Science Fiction* in October 1941 as by "Anson McDonald," aka Robert A. Heinlein).

Which reminds me to mention such terms as "aka" (for "also known as"), a term which not everyone is familiar with but which is common use in the world of comics, which is packed with alter-egoes. But I do digress.

☛ So let's take one more look at the landmark metaphor: When they come to a landmark, many tourists write their name somewhere on it.

And many, many people have done that on this landmark issue. You'll find their names in our articles, our letters columns, and our ads. And no one will come around to obliterate those names; they'll *always* be in this issue. What's cool about ***CBG*** is that there'll be *another* issue *next* week — and you've got an opportunity to put your name into that one, whether or not your name is here. And you can get into the next one, too. *And* the next.

Let us hear from *you*.

— Maggie Thompson

Note: Speaking of next issue, let me officially forestall spasms through the readership. There's a higher price on ***CBG*** #1300 — but only to subsidize a larger-than-usual editorial chunk. (It went unsubsidized last year in #1249, and we can't perform *that* trick twice. Ouch.) At any rate, we return to normal ratios next week, and the cover price goes back to $2.95. See you then.

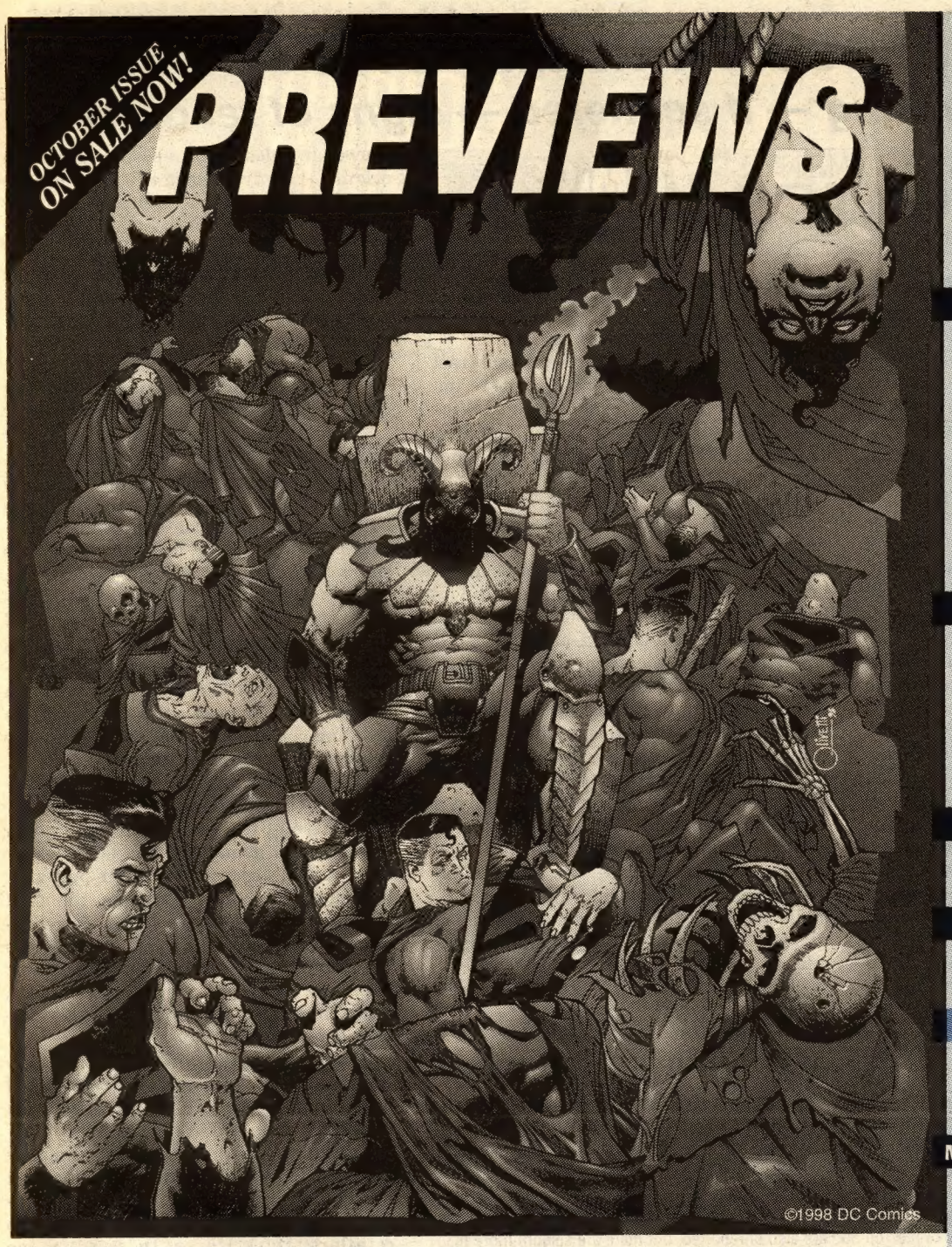
— Maggie

Oni Press Winners

In the two months since we announced our Oni Press Giveaway in ***CBG*** #1291 (Aug. 14, 1998), the entries have flooded in. The five winners of a raft of publications from Oni Press are:

Adam Savage, Anaheim, Calif.
Rick Fichter, University Park, Pa.
Gloria Coronado, La Puente, Calif.
Jim Hanson, Lake Peekskill, N.Y.
James N. Johnson, San Diego, Calif.

Congratulations to all our winners. Keep watching for more contests and winners, right here in ***CBG***.



The October Previews is here, filled with all the comic goodies you could possibly want! On the front cover, Superman's having a *really* bad day, thanks to Gog and **The Kingdom**! Around back, Image and WildStorm believe variety is the spice of life, as the **Cliffhanger** creators all contribute **variant covers** to each other's books!

PREVIEWS

The Catalog of Your Comics Shop.

Get it early! Visit PREVIEWS #10 online now at:

http://www.diamondcomics.com

Cool Stuff Shipping in December! Order Now!

PREMIER Dark Horse takes you to a galaxy far, far away with **Star Wars #1!**

Also:
- **DC** takes a walk on the dark side with Paul Chadwick and John Bolton's **Gifts of the Night!**
- **Avalon Studios** launches their newest title at Image: **Aria!**
- **Video vixen meets femme fatale** in Top Cow's **Witchblade/ Tomb Raider!**
- Get the lowdown on the latest and greatest comics and more in **Wizard #89!**

COMICS **Quinn and Vigil** return to their roots with Avatar Press' **Faust/777: The Wrath!**

Also:
- Awesome's **Coven** takes on new life as a **second volume** begins!
- Gemstone gives you the skinny on **your collection's value with The Guide: The Overstreet Comic Book Price Update!**

CARDS As the ninth **Trek** film hits theaters, Fleer is there with **Star Trek: Insurrection Movie Cards!**

GAMES **It had to happen:** Wizards of the Coast unleashes the **Pokemon Card Game!**

VIDEOS

MERCHANDISE Luke Skywalker takes a dip in the ***Previews* Exclusive Luke in Bacta Tank Statue Diorama!**

Also:
- Still **larger than life—snag the 12" Lady Death figure... in a *Previews* Exclusive version!**
- The crew from **Tekken 3** is here, decked out in ***Previews* Exclusive alternate costumes!**
- Relive **a night to remember**, thanks to the *Previews* Exclusive **Titanic Snow Globe!**

Diamond
Comic Distributors, Inc.

***PREVIEWS* is a publication of Diamond Comic Distributors, Inc., the industry's leading distributor of new comics and related merchandise.**

Retailers, for more information contact:

1966 Greenspring Drive, Suite 300 • Timonium, MD 21093
Phone: (410) 560-7100 or Fax: (410) 560-7148

***PREVIEWS* ©1998 Diamond Comic Distributors, Inc. All rights reserved.**

Is the comics recession finally over?

Five years after the crash, promising — if scattered — signs of recovery

Analysis by **John Jackson Miller**
***CBG** Managing Editor and*
***Comics Retailer** Editor*
With additional reporting by **Michael Dean**

Someone — sorry, we can't remember who — commented at the ***CBG*** booth in San Diego, "Opinion lags events in comics by six months. The market could turn around today and we wouldn't know it until January." True enough, in the last boom different sectors of the comics market peaked at various times between March and September of 1993 — but it wasn't until January 1994, when, by some reports, 1,000 comics stores vanished practically overnight, that the gravity of what was happening really set in for most.

But the signs were there earlier.

Now, five years after the crash, ***CBG*** can report some intriguing signs in the marketplace: cautious optimism on the part of retailers and publishers; modest, manageable growth in comics unit and dollar sales overall for eight months running; and more.

We've seen some of these signs before — and there's no desire on anyone's part here to seem a pollyanna. (On the contrary, we've been castigated from time to time for delivering the bad news — unfortunately, our jobs.) Positive trends found in previous industry surveys, however, have been isolated or unsustainable: ***CBG*** skipped doing its annual State of the Industry essay in 1997 because, basically, the factors hadn't changed — only the numbers were lower. This year, however, the weight of events seems worthy of bringing to the public forum for further evaluation.

The following analysis draws both on comments from insiders as well as research compiled by ***CBG***'s sister monthly magazine, ***Comics Retailer***. It presents some of the available evidence that things may finally be stabilizing or even turning around for the comics industry, as well as some of the problems still out there which could slow — or sink — any recovery.

State of the Industry – 1998

There's some hard numbers and technical material; there's some cultural issues and touchy-feely stuff. Judge for yourself if our observations jibe with yours — and, if so, how much significance should be ascribed to them.

Positive indicators

Sales of comics to retailers have picked up. Initial direct-market preorders for new comic books* bottomed out in February at 6.6 million copies (worth $15.7 million at full retail). It's been a bumpy road since, but a road leading gently upward — to September's initial preorders for 7.5 million copies (worth $18.2 million at full retail)†.

Examined another way: In 1997 preorder unit sales of comic books from Diamond Comic Distributors (and, until April, Heroes World Distribution) declined three quarters out of four. This year, the same statistic was off for the first quarter, but up the next two — and, between our early October preorder projections and the publishing schedule, signs for the fourth quarter look promising. Word from DC indicates sellouts on its "One Million" issues, and Marvel has reported sellouts on its "Marvel Knights" titles.

Once you add in reorders and subtract what didn't actually ship, the picture improves even more, said Diamond Vice President of Marketing Roger Fletcher. "Our August actual comics sales — not just orders, but actual sales — were the best month since March 1997, the first month since Marvel came back to Diamond."

Taken altogether, these orders suggest a market which may finally have found its own level.

"Rather than a crash, I prefer to call it an *extremely* long, *extremely* painful market 'correction,' like they call it on Wall Street, that may finally be completed," said Matthew High, five-year veteran of Antarctic Press and recent addition to Cold Cut Distribution's staff, who has independently performed a parallel analysis of Diamond's sales reports for several years. "We may finally be at a sales level at — or slightly below — the actual number of readers. Below, as retailers are finally realizing they're sold out of some of the popular books. But the rampant speculation is gone."

It's important to regard that the growth in sales we're reporting is growth *overall* — many ongoing titles continue to drop in sales. But their sales aren't being lost to the market entirely, but are going to new titles being offered. In the case of the larger publishers, new titles coming in at the top of the charts are helping them post a net gain despite losses in middle- and lower-tier titles.

Reorder activity may be fueling a recovery. Since Diamond only publishes indexed sales figures for initial pre-orders of comic books, exact levels of advance reorders and reorders are not public knowledge. In the past, this hasn't been of great consequence, since initial pre-orders made up *by far* the lion's share of comic books bought by retailers. (As late as Summer 1997, subtracting Diamond preorders from BPA International audited non-returnable circulation reports for two of the top three publishers revealed apparent reorder levels between 5% and 10% for most titles.) After all, reordering comic books cost extra — so low reorder levels made perfect sense.

Things seem to have changed. Retailers cut their initial orders to the bone over the course of the recession, many going below actual demand to the point where their initial orders cover their pull-and-hold customers only. For some, the shelf copies are mostly reorders. As a way of doing business in the direct market, this represents something of a paradigm shift: Many are willing to pay the reorder fees, if it reduces their risk of losses due to initial over-ordering.

Publishers began noticing the phenomenon last year, as complaints circulated that retailers were so conservative with their rack orders that comics weren't being given a chance. Limited returnability entered the public debate this spring, and publishers explored other options for putting more copies on shelves at less risk to retailers. Dark Horse, DC, and Image have either cut or eliminated fees for or-

(Continues on Page 8)

"In actual comics sales, August was the best month since March 1997, when Marvel returned to Diamond." *— Roger Fletcher, Diamond Comic Distributors*

* Indexed sales levels on direct-market pre-orders are published by Diamond monthly for its Top 300 comic books of the month. ***Comics Retailer***, using actual sales figures provided by publishers accounting for more than 20% of the list, generates estimated sales figures for all titles on the Diamond chart each month, its estimates having a margin of error of less than 1%. Uncounted in these figures are reorders, backlist, newsstand, and direct-from-publisher sales. Titles out of the Top 300 are also unreported, but there are seldom more than 150 of those that actually ship — and we estimate the 301st place title currently has sales under 2,000 copies.

† Trade paperback and graphic novel sales cannot be exactly determined from current data, but sales of new books could be adding more than $3 million monthly to the total.

CLIP OR PHOTOCOPY AND MAIL

COMICS BUYER'S GUIDE SUBSCRIPTION SERVICES

❑ New ❑ Renew my subscription to Comics Buyer's Guide
❑ Check or money order enclosed (payable to Comics Buyer's Guide)
❑ Charge to: ❑ VISA ❑ MasterCard ❑ Novus/Discover ❑ American Express

Name _____
Address _____
City _____
State _____ Zip _____
Card No. _____
Expires: Mo. _____ Yr. _____
Signature _____
Phone # _____

Charge Card Orders
Call Toll-Free
1-800-258-0929
Dept. ABATN4
Monday-Friday, 7 am - 8 pm
Saturday, 8 am - 2 pm CT

Circulation Dept. ABATN4
700 East State Street
Iola, WI 54990-0001
Phone 715-445-2214
Fax 715-445-4087

Circle amount of desired subscription service and length of subscription.

	6 mo.	1 yr.	2 yr.	3 yr.
2nd Class Mail (Standard Delivery - 50 States)	$20.95	$38.95	$73.95	$104.95
Plain Wrapper (2nd Class Mail - 50 States)	$26.95	$51.00	$97.00	$145.00
First Class Mail (Plain Wrapper - 50 States)	$80.00	$160.00	$310.00	$455.00
United Parcel Service (UPS) (Regular Delivery - 48 States)	$130.00	$245.00	N/A	N/A
United Parcel Service (2nd Day)	$260.00	$500.00	N/A	N/A
United Parcel Service (Next Day)	$440.00	$840.00	N/A	N/A

FOREIGN ADDRESSES	1/2 yr.	1 yr.
Surface Mail - All Countries	$58.25	$110.95
Canada, Mexico (Air Mail)	$79.80	$152.00
Central America, Caribbean (Air Mail)	$160.00	$305.00
South America, Europe, Mediterranean Africa (Algeria, Libya, Morocco, Tunisia) (Air Mail)	$160.00	$305.00
Asia, Africa, Australia, All Other Countries (Air Mail)	$160.00	$305.00

NEW SUBSCRIBERS: Fill out the coupon and send appropriate payment or call toll-free and charge it.
EASY RENEWAL: Circle the appropriate class of service and term, attach your current address label and mail with payment, or call toll-free and charge it.
CHANGE OF ADDRESS: If you're planning to move, include your name, new address and old address label. Clip and mail to **Comics Buyer's Guide, Circulation Dept. ABATN4, 700 E. State St., Iola, WI 554990-0001.**
BACK ISSUES: Some recent back issues may be available for $2.95 each. Price includes postage and handling.

TM DC COMICS ©1998. ALL RIGHTS RESERVED.

WORLDS LIVED.
WORLDS DIED.
AND THE DC UNIVERSE WAS NEVER THE SAME.

CRISIS ON INFINITE EARTHS™

THE HISTORY-MAKING MAXISERIES, COLLECTED IN AN ARCHIVAL, SLIPCASED HARDCOVER EDITION. FEATURING AN EXTRAORDINARY NEW COVER BY GEORGE PÉREZ AND ALEX ROSS.

COMING IN DECEMBER

ALSO IN DECEMBER—LEGENDS OF THE DCU: CRISIS ON INFINITE EARTHS

THE ORIGINAL UNIVERSE

DC COMICS

FOR THE NEAREST COMICS SHOP, CALL 1-888-COMIC BOOK

State of the Industry – 1998

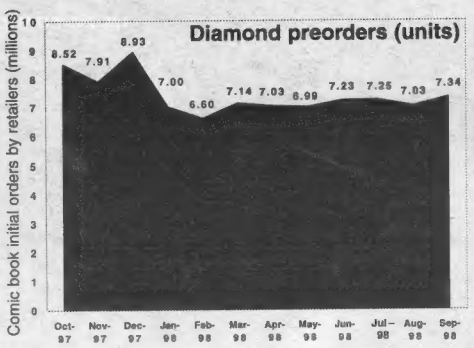
From Page 6

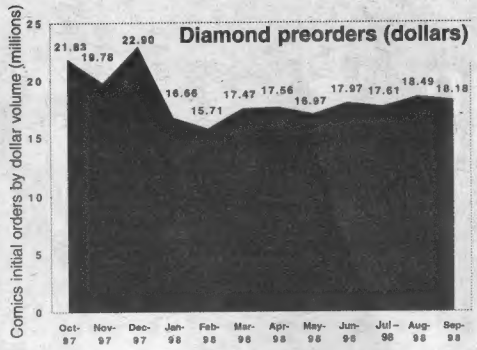
der increases or advance reorders, and DC charges no fees for reorders.

As 1998 has progressed, several publishers have realized reorder levels much higher than normal on key titles. Reorder traffic on Image's *Danger Girl* #1 was so enormous that some retailers complained the publisher deliberately refused to print enough to meet reorders — ostensibly to enhance its collectibility. (It wasn't so; what publisher is willing to turn down a sale up front?) Awesome has reported that *half* of all orders on *Fighting American* #1 were reorders; just a quarter would have been extraordinary. Other, smaller publishers have reported to ***CBG*** reorder levels a good deal higher than what they're accustomed to.

"Diamond reorders are easily running 20% to 25% ahead of what they were last summer, Fletcher said.

With reorders today representing more than just a marginal addition to retailers' preorders, the true direct-market orders for September 1998 could be not just higher than 7.5 million copies preordered, but *significantly* higher.





After the blip caused by ***Darkness*** *#11 in December, comics initial orders from retailers bottomed out in February, according to* ***Comics Retailer****'s calculations. Diamond reports that once reorders are added and unshipped comics are subtracted out, August 1998 is higher on the dollar chart than anything since March 1997.*

Retailers' financial confidence seems higher. If retailers are finding that a strategy heavy in reorders is unable to meet demand in their stores for certain titles, the demonstration of that should be in increased *initial* orders for those titles. We've seen some of that — both in the modest increases in preorders this summer and in individual cases. (Preorders on *Battle Chasers* #3-5 skyrocketed, once retailers had time to adjust to demand.)

More compelling, perhaps, is what they're saying. ***Comics Retailer*** polls retailers about their sales every month but also asks general, open-ended questions at the end of every sales season. Asked to assess their business performances this summer, however, the results were a lot different than in past years: A majority of retailers — some of them cautiously and many of them incredulously — said things were OK.

And improving.

"The entire summer has been solidly up," said Jeremy Shorr, owner of Titan Comics in Dallas. "July was the best month we've ever had." Sales were "up 12% over the summer," said Jim McCauley, owner of Jimmy Jams in Winona. Minn. "And that's in a college town." Comics sales were "better than the last three years" at Mile High Comics in Denver, according to Manager Reece Bennett.

The positive responses did not appear to be limited to one part of the country — or the business. "We had around a 25% increase in comics sales," said Les Bowman, owner of The Gamer's Den in Washington, Mo. "I was very surprised, especially in the back-issue area."

The reasons reported were varied and not always related to what's coming from publishers. "Two local stores have closed over the past few months, increasing sales dramatically," said Dewayne Chase, owner of Dewayne's World in Kingsport, Tenn. In fact, many retailers nationwide report the contraction in stores — which appears to have levelled off somewhat — as a contributing factor to their current success.

Others moderated their optimism with improvements yet needed. "Sales are better, although there's been a whole truckload of missed opportunities with comics and merchandise items habitually shipping late," said David Currie of American Dreams Comics, Bath, United Kingdom. "We get people fired up about product and constantly take the flak for late arrivals."

It's by no means unanimous. Some of those who reported negative results were *quite* negative. But some of the words now on the street are ones that haven't been heard in several years.

Retailers' psychological confidence seems higher. Perhaps the signs with the greatest long-term significance aren't related to retailers' wallets. The November issue of ***Comics Retailer*** (#80) reports the results from a survey in which retailers were asked to assess their satisfaction with various parts of their jobs. Not surprisingly, most retailers said they were not fully satisfied with the financial rewards extracted from their businesses, especially in relation to the amount of work involved. But most retailers also reported satisfaction with the intangible rewards associated with their jobs — the joy of working with comic books — and said those rewards were more than worth the effort involved.

Finally, when asked to describe how they perceived their careers, more than two thirds chose to call their stores "final

(Continues on Page 10)

ZITS

ORIGINAL COMIC STRIPS by JIM BORGMAN & JERRY SCOTT

$350 each

Mark J. Cohen
P.O. Box 1892-B
Santa Rosa, CA 95402
Phone (707) 528-3440
FAX (707) 528-2451
e-mail Markomics@aol.com
Check Out Mark Cohen's Web Site at
http://www.markomics.com

Catalog #3 NOW AVAILABLE!
$5.00 refundable with first purchase

CBG Customer Service Award - 1998

"Mark J. Cohen brings the cartoonist and collector together"

First time ever offered: That brilliant new comic strip by Jerry Scott and Pulitzer Prize winning cartoonist Jim Borgman. Look for their first book, "ZITS" at your local book store. Choose one of those in this ad or use their new book as a catalog.

VEGETA & NAPPA HAVE LANDED.

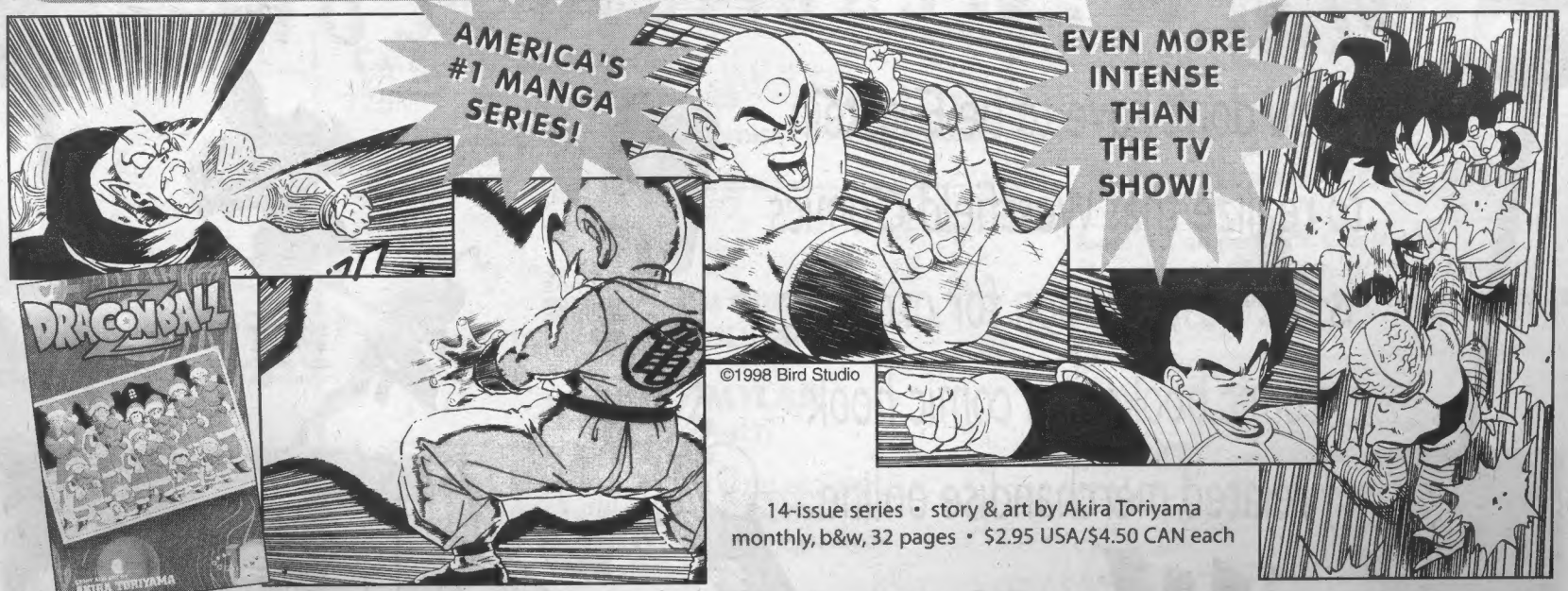
ONLY ONE HERO CAN STOP THEM...

BUT HE'S ALREADY DEAD!

DRAGON BALL Z

PART 2

EARTH VS. THE SAIYANS!



14-issue series • story & art by Akira Toriyama
monthly, b&w, 32 pages • $2.95 USA/$4.50 CAN each

VIZ COMICS™

CBG Customer Service Award - 1998

COMING IN DECEMBER TO A COMICS STORE NEAR YOU!

Viz Comics
P.O. Box 77010
San Francisco, CA 94107
Phone: (415) 546-7073
Fax: (415) 546-7086
www.viz.com • www.j-pop.com

State of the Industry – 1998

From Page 8

career destinations in life," as opposed to less than 11% who described their shops as "just a job." Unlike the height of the boom — when almost everybody probably knew one retailer who saw his or her comics store as a stepping stone to comics publishing, distribution, or something else entirely — the average level of commitment today seems higher. After five years of recession, the only people left are the ones who truly want to be here.

No one title or publisher is driving the market. Unlike 1997, when the really good months were caused by a few big events (*Superman* #123, *Darkness* #11, "Heroes Return") — publishers in 1998 have given readers a greater variety of moderate-to-high-interest products, and spread them out more evenly.

Image's Cliffhanger titles, DC's "skip-week" events, Marvel's relaunches and experiments such as "Marvel Knights" and "M2," alternative successes such as *300* and *Jay and Silent Bob:* All are bringing readers into stores and — with the exception of those retail-nightmare weeks when everything ships at once — most are leaving with them.

"This year's rack sales are up, thanks to the releases from Cliffhanger as well as the 'Heroes' Reborn' titles from Marvel and prestige-format comics from DC," said Eddie Doria, co-owner of Red Nails II in North York, Ontario.

It's been said the healthiest possible recovery for the comics industry wouldn't come from a single explosive product or phenomenon — like *Teenage Mutant Ninja* clones or cover enhancements — but from the multilateral efforts of a host of publishers. This summer, at least, that seems to have been what we got.

Summer convention turnout seemed promising. Numbers from the conventions are often elusive and not very illustrative, but many industry observers who've done a lot of shows were favorably impressed by the traffic at this summer's shows, particularly Chicago and San Diego. (In fact, going by the numbers, ***CBG*** had more traffic at its booth in San Diego than in any of the previous four years.)

It wasn't uniform day-to-day, either for conventions — Independence Day was slow for Heroes Con in Charlotte — or their dealers, who often reported widely varying experiences. It's also unclear how comics conventions are adjusting to the increasingly expensive economics of show promotion. (Some reports question whether the previous two years' Chicago conventions made money at all).

But if major demographic shifts are happening, conventions ought to be one of the first places to see it. Even Gen Con, flagship of a beleaguered gaming industry, had record attendance with an influx of younger attendees this August — brought by parents in their 30s and 40s, once game fans themselves — and oblivious to that industry's current woes.

Comics have lately had to compete with relatively fewer distractions for customers' attention — and dollars. Every third newspaper reporter calling ***CBG*** after rediscovering comics has asked the same question: "Aren't comics getting clobbered by movies, TV, video games, the Internet, and all the other distractions?"

Our answer is usually the same, as well: "Sure, everything from network TV to the recording industry to Major League Baseball is suffering from fragmentation of the entertainment market. But that doesn't stop attention from returning when there's something interesting going on: Take baseball, this summer. And remember that the casual customers tend to migrate between various entertainment fields anyway, often with the effects of locusts, if not the regularity. The youngest consumers are frequently the most fickle, too: How many times have video games been 'in' and 'out' in their short history? At least the comics shop has the hardcore and older readers to fall back on until comics are 'cool' again."

Whether or not comics became "cool" again in the perception of the general public (and if anybody finds that thermometer, let us know), it's a safe bet that the summer of 1998 offered fewer distracting influences pulling customers out of shops than had been the case in previous summers. Several of the usual suspects:

• **Summer movie releases** that might have been expected to keep kids in theaters and out of comics shops underperformed, and it's hard to believe the movies that did stay more than a week at the #1 spot — such as *The Truman Show, Saving Private Ryan, There's Something about Mary* — sold many tickets to adolescents.

Whether those customers chose to spend their entertainment dollars at their comics shops or not, the comics industry is probably points ahead already just for having less riding on media adaptations and licensed products this summer than usual. With only *Godzilla* from Dark Horse and *X-Files* from Topps shipping, comics shops' negative exposure to blockbusters that didn't really materialize was minimal: no $6 *Small Soldiers* adaptations sitting around on shelves. Even Marvel's *Blade* releases seemed conservative, especially now, in light of that film's better-than-expected performance.

• **The gaming industry**, which kept many comics shops in business through the early part of the comics recession, has lately fallen on hard times itself. Unlike the comics industry's experience, where the collapse began at the retail level and echoed through distributors and publishers in turn, the shakeout in the gaming industry seems thus far limited to manufacturers and distributors. West End Games and Greenfield Hobby Distributors filed for bankruptcy protection this summer, and White Wolf, Steve Jackson Games, and other firms have recently cut staff.

What's this meant for comics sales? With less gaming product coming into

(Continues on Page 12)

Introducing

MYLAR®PAK™

BREAKS the POLY BAG PRICE BARRIER

For the FIRST TIME
Mylar® & Backing Board Combination
Less Expensive than Poly Bags!

Combination Paks

Count	Description
25 -	2 mil Mylar® (MYLITES2™) *plus*
25 -	24 mil Acid-Free, 3% Alkaline Buffered Backing Boards

$9.95 Free Shipping in U.S. (2 Pak Minimum)

Accredited Stores & Major Convention Dealers Special Wholesale Price

$4.95 Free Shipping in U.S. (40 Pak Minimum)

Combination Paks In 2 Popular Sizes

Cat#	Description	
725MP	for Standard Comics	1970's - Present
775MP	for Silver / Gold Comics	1945's - Present

CBG Customer Service Award - 1998

ENDORSEMENTS:

From A Competitor's Catalog:
"Never use polyethylene or Polypropylene."
"Avoid Protective sleeves made of polyethylene, polypropylene, and PVC"

Our **MYLITES2™**,
2 mil Mylar® Protective Sleeve
Voted #1 Comic Protector & Preservation Sleeve Aug. 1998

Question:
Although your Mylar® raw material costs more than 3 times as much as poly-bags - how can you afford to sell them for less?
Answer:
We care more about preserving our hobby than making huge profits. We want to see every comic in Mylar® !

Top of the Line Preservation And Storage Supplies
...At The Lowest Prices
E. Gerber PRODUCTS, INC.

E. Gerber Products, Inc.
PO Box 201
Glenbrook, NV 89413

ORDER FROM OUR TOLL-FREE ORDER LINE

1-800-79-MYLAR
(1-800-796-9527)

FAX ORDERS: 1-702-887-1000
QUOTES & QUESTIONS: 1-702-883-4100
E-MAIL ADDRESS: www.egerber.com

VISA® MasterCard

Mylar® D by DuPont Co. or approved equivalent.
TM Trademarks of E. Gerber Products, Inc.

State of the Industry – 1998

From Page 10

stores from certain manufacturers, it's reasonable to expect some of those dollars have been rerouted into comics — even as comics dollars were rerouted into *Magic: The Gathering* during that game's heyday. For example, until its bankruptcy this summer, West End was putting nearly $100 worth of *Star Wars* books in front of hardcore fans each month; those are dollars which Dark Horse has a shot at rerouting into its *Star Wars* periodicals and collections (with retailers' help, of course).

• **The World Wide Web**, which comics fans had discovered before most people, anyway, may have lost some of its novelty factor in a year that found users in most areas of North America logistically stranded at the same 33.6Kpbs speeds they were surfing at two years ago. (We all remember all the America Online disks that used to infest comics publications. Could AOL now believe that every comics reader who might get online already has?)

As for those websites in direct competition with comics shops, it's been a balm to retailers this year that the Internet, while helpful in generating some auxiliary mail-order sales for themselves, has largely not lived up to its hype as the way for publishers of the future to get comics — or comics content — to readers. It's ironic that what had been viewed by some as the perfect way for comics publishers priced out of the print distribution system to cut out the middlemen has been most effectively exploited by AnotherUniverse.com in its sales of variant-cover mainstream comics.

Instead, publishers distributing their comics exclusively via the Internet remain a marginal part of the business; there are no popular examples yet of anyone's site paying for itself, much less paying a living wage. And those creators putting their comics content solely on the Web are simply not on retailers' radar screens. "It's 'start a website and open your guitar case,' " one industry observer said. "One less title for the stores to take a chance on."

Price resistance may be lessening. Since *CBG* reported on the "price crisis" facing the comics industry in ***CBG*** #1104 (Jan. 10, 1995), cover prices on Marvel and DC's flagship titles have increased from $1.50 to $1.99. However, many expensive comics are no longer being offered to the market — more the result of enhanced covers going out of vogue than of alternative publisher cutbacks — keeping the average price of comic books retailers are buying for their stores fairly stable.

"The weighted average price hasn't changed in four years," High said, and ***Comics Retailer***'s calculations from the past three years support that assertion. ***CR*** calculates the price of the average comic book ordered by retailers from Diamond Comic Distributors in September was $2.44. In September 1997, the weighted average price was $2.45. In September 1996, the figure was $2.46 (with Marvel's sales from Heroes World added to the mix, $2.34). The average price of the typical comic book *offered* to retailers in September 1998 is higher, around $2.73 — but cheaper comics account for the bulk of retailers' orders.

There's definitely a preference among many retailers for less-expensive titles being available for younger readers. "Comics are pricing themselves off people's want lists," said Jim Raughley, manager of Marie's Books and Things in Fredericksburg, Va. "Kids can't afford the $5 and $6 comics coming out." But on the other end of the spectrum, retailers have continually rejected any comics with price points below $1.50 as too unprofitable to support their rack space. They may sell a few more, but not enough to make it worth the space.

Finally, and perhaps most significantly, **Marvel should emerge from bankruptcy protection within the month.**

Obviously, there are financial advantages associated with an infusion of cash, although it's too soon to tell how much more Marvel will be able to spend to promote and improve its line. Clues as to what kind of parent Marvel's one-time child Toy Biz will be are few and far between, but one interesting event came earlier this summer: Toy Biz tried to buy the assets of *another* bankrupt trading-card company, Pinnacle Brands, with the intention of fusing it with Marvel subsidiary Fleer/SkyBox — *which it didn't even own yet*. Observers of the sportscard industry (in which Fleer/SkyBox has made a strong comeback, despite being in Chapter 11) took Toy Biz' willingness to spend as much as $5 million of its own money to prevent a flood of cheap cards on the market as confirmation that Toy Biz is not buying Marvel as an asset to be immediately carved up and resold. "They're in business to produce," one observer said.

Other benefits to an end to Marvel's financial woes are more psychological. When the largest supplier in an industry seeks bankruptcy protection, it's often the end of the world. That Marvel was able to continue publishing uninterrupted during nearly two years as a hockey puck between financiers is remarkable; its imminent emergence from that state should provide an immense psychological boost to comics pros and fans alike. Sadly, it may not get half the mainstream press going out of Chapter 11 that it got going *in*.

There are other, ambiguous signs which might be taken as positive: Unlike previous years, 1998 thus far has seen fewer high-profile business failures. There have been retrenchments — Awesome, Acclaim, Topps, Image's non-line — but the principals in each case remain in the industry.

Negative indicators

And now, the caveats...

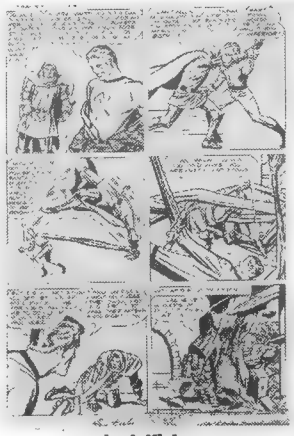
Since 1993, whole books have practically been written on what's wrong with the comic-book industry. There's little need to go into the entire litany here except to point out a few of the more likely barriers to a revival.

(Continues on Page 30)

ORIGINAL ART / KEY BOOKS / STATUES!

All from my private collection!

Mark F. McDermott
10462 N. Circle Road
Mequon, WI 53092
(414) 241-0998



Jack Kirby
Original Art to Fantastic Four No. 10, Page 10, Signed $3,650

Jack Kirby
Original Art to Fantastic Four No. 9, Page 22 ..... $3,400

Jack Kirby
Original Art to Fantastic Four No. 16, Page 3, Signed $2,400

Todd McFarlane
Original Cover Art to Spawn: Bloodfeud No. 3 ..... $1,900

Todd McFarlane
Original Art to Spider-Man No. 11, Page 10 ..... $975

Larry Elmore
Original Fantasy Cover Art, acrylics on masonite $875

Original Art

James O'Barr - Original Art to Book No. 2 (Elegy), Page 13, Signed $775
Wayne Boring - Original Art to Superman No. 94, Page 4 ..... $350
John Buscema - Original Art to Silver Surfer No. 14, Page 13 ..... $275
Howard Purcell - Original Art to Brave & The Bold No. 51, Page 24 ..... $450
Van Duren - Original Art to Rangers No. 53, Page 26 ..... $275
Tony Daniel - Original Cover Art to Spawn No. 38 ..... $650
Tony Daniel - Original Cover Art to Spawn No. 40 ..... $975
Wally Wood - Original Art to Tales From The Crypt No. 24, Page 5 ..$375

Comics

Action Comics No. 23, April 1940, Fine minus, ... $1,975

Comics

Captain America Comics No. 6, September 1941, Fine plus $1,275
Detective Comics No. 54, August 1941, Fine plus $450
Detective Comics No. 87, June 1944, Very Fine plus $625
Flash Comics No. 12, December 1940, App. VF/NM $700
Flash Comics No. 15, March 1941, App. VF/NM $700
Flash Comics No. 26, February 1942, Very Fine plus $975
Marvel Mystery Comics No. 5, March 1940, Good $1,200
Sub-Mariner Comics No. 2, Summer 1941, VF/NM, ... $3,400
Sub-Mariner Comics No. 3, Fall 1941, App. Very Fine plus $1,100
Incredible Hulk No. 3, September 1962, Fine plus $375
Incredible Hulk No. 4, November 1962, F/VF $450

Comics

Amazing Spider-Man No. 28, September 1965, Near Mint minus ..$650
Fantastic Four No. 5, July 1962, F/VF $875
Fantastic Four No. 10, December 1962, VF/NM $675
Fantastic Four No. 12, March 1963, Very Fine $850

Statues

Spider-Man Bronze Statue, 1998 by Bowen Designs $1,975
Batman Bronze Statue, 1996 by Bowen Designs $1,795
LOBO Statue, 1992 by Randy Bowen $225
Hulk Bronze Statue $1,975
Captain America Bronze Statue $1,975

THE **BIG APPLE** **OCT. 10TH**

$6.00 **ALL DAY! 10am - 6pm** **SHOW**

ST.PAUL CHURCH AUDITORIUM
9th AVE. & 60th ST., NYC

Presents: ***Living Legends***

JULIE SCHWARTZ!
MURPHY ANDERSON!
JOE GIELLA!
RAMONA FRADON!
DICK AYERS!
HERB TRIMPE!
LINDA FITE!
IRWIN HASEN!

ALSO FEATURING:

THE JOE JUSKO ART EXHIBIT!

BIG APPLE BOX OFFICE:
718-326-2713

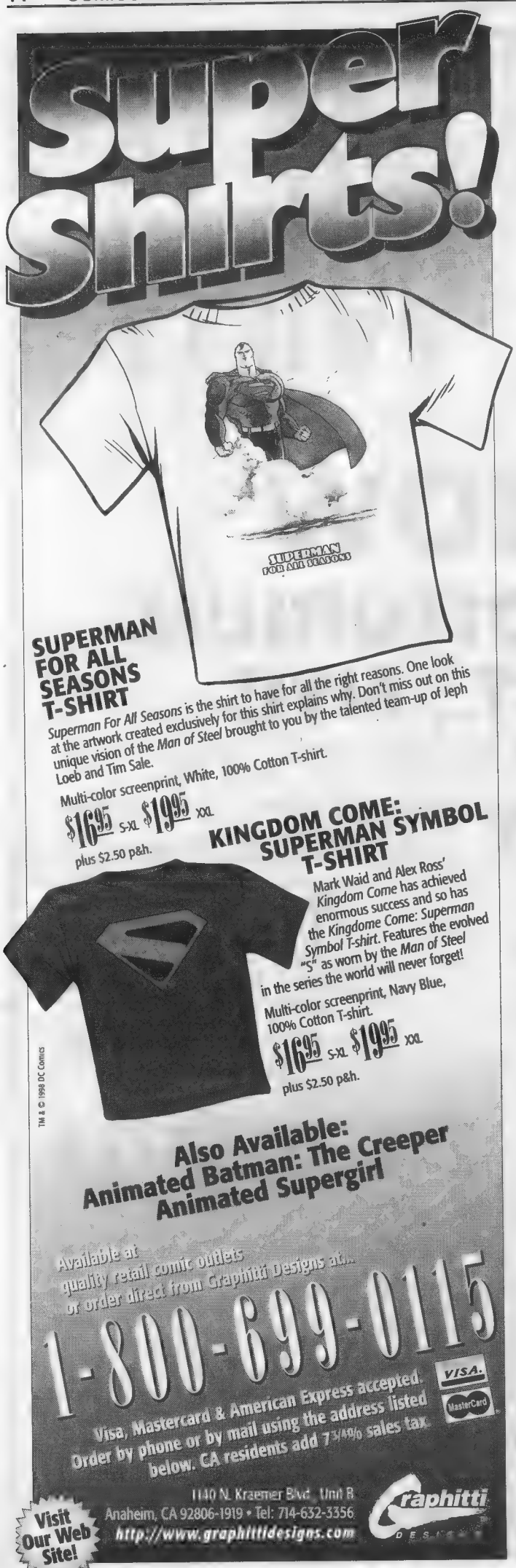
More Guests including:

RUDY NEBRES!
STEVEN SKAETES!
KLAUS JANSEN!
MIRAN KIM!
ELAINE LEE!

DARK ANGEL PROD.
CRUCIAL COMICS!
BENCH PRESS STUDIOS!
MILLENNIUM PUBLICATIONS!
HAZE STUDIOS! FERNANDO IRONS!
CHRISTIAN CORTEZ! GRAIG WEICH!
GUS VASQUEZ! MORE T.B.A.!

E-Mail: bigapplecomiccon.com

JOIN CRUSADE ENTERTAINMENT featuring the new **"BATTLEBOOKS"** by MARVEL COMICS



Letters intended for publication should be addressed to *Oh, So?*, ***Comics Buyer's Guide***, 700 E. State St., Iola, WI 54990. It is not possible to publish all letters received, and I cannot reply to letters which we do not print.

Letters will be edited and may be cut due to length and other considerations. Responses to *Oh, So?* will be in first person, and — unless otherwise identified — will be by Maggie Thompson. Other respondents are signified by their initials:

JJM: Managing Editor John Jackson Miller
BWF: Projects Editor Brent Frankenhoff
JG: Associate Editor Joyce Greenholdt

Our **e-mail address** for **letters to the editor** is **ohso@krause.com**. You *must* include your name, address, and a daytime phone number on any electronic communication for it to be considered for publication. If part or all of your message is specifically *not* for republication, please indicate that in your message.

Manuscripts and cartoons should only be sent by mail to Maggie Thompson, ***Comics Buyer's Guide***, 700 E. State St., Iola, WI 54990; by fax to Maggie Thompson at (715) 445-4087; or by e-mail to **pitchcbg@krause.com**. However, no responsibility is stated or implied for unsolicited manuscripts, nor can any guarantee be given when a specific submission will appear in print. Manuscripts submitted on paper should be typewritten and double-spaced and contain absolutely no words in all capital letters. Please indent for paragraphs. Manuscripts submitted by electronic mail should be sent as basic e-mail text. When sending cartoons or photographs in paper form, please do not send originals. Send stats, veloxes, copies, or photocopies. Return of art cannot be guaranteed. When sending graphics via computer, inquire by e-mail first about file formats before sending files.

Press releases and review copies should only be sent to Maggie Thompson, ***Comics Buyer's Guide***, 700 E. State St., Iola, WI 54990; faxed to Maggie Thompson at (715) 445-4087; or e-mailed to **cbgnews@krause.com**. Format policies for press releases and graphics are described in the above paragraph. Directions to company websites alone do not constitute acceptable press releases for consideration.

The editorial department does not handle subscription and advertising questions. Check page 4 for appropriate contact information.

The best way to get in touch with us is by e-mail, fax, mail, and phone (in that order).

Mark and Donna Rubin
One if by Cards, Two if by Comics
1102 Central Park Ave.
Scarsdale, NY 10583

On Sept. 7, the comic-book industry was deprived of one of its biggest supporters when Morris Seitz passed away after a lengthy illness. For those who knew Morris, you could unequivocally state that he was an original. He was as rare as any comic-book character ever written about.

Before opening Comic Book Heaven with his wife, Irene, he had enjoyed success in such diverse callings as kosher food preparation, computer programming, the medical field, and the jewelry business. His broad-based intelligence and his unquenched thirst for knowledge made him a man you could converse with about any topic: economics, art, music, politics, sports, health, philosophy, and, of course, comic books.

And with the one exception of Irene, the love of his life, comic books were his passion. While watching his eyes sparkle and his voice resonate as he described his favorite comic book of the week, any comic-book fan would be hard-pressed to turn down a Morris recommendation.

We truly have lost a very dear friend in Morris Seitz. His integrity, his enthusiasm, and his humor will be greatly missed. He was always a great source of comfort in troubled times. We will never forget the first time we encountered Morris. He came into our store, introduced himself, and offered us some items for sale. Before we could accept or reject the offer, Morris said in his inimitable and direct way, "This is a fair offer. If we can do business, fine, and, if not, we will part friends."

Well, that was almost six years ago, and we are glad to say that we parted friends.

T. Hanlin
7576 SW Oleson Rd.
Portland, OR 97223

Best of times? Worst of times?

For the investor-speculator, trying to make a quick buck off the current "hot" comics *du jour* and get out of the hobby, these may, indeed, be the worst of times. Dealing with essentially one distributor (Diamond), retailers unable to stay in business and still give deep discounts to customers, *etc.*, has got to be tough on the quick-buck crowd. With the roller-coaster ride the stock market is becoming, where does that person with money to spend for a quick return park his or her cash where it will give a relatively safe, liquid yield six months to a year from now? Not in comics.

For the rest of us, who are in this hobby because of our love for — or possibly even obsession with — comics and comics-related items, there are, indeed, so many nice things available out there to choose from, we are limited only by the size of our budgets. More great items are coming into fandom all of the time.

CBG in recent months has featured ads for some of the finest Golden Age and Silver Age comics for sale that I've seen for a long, long time. It's looking more and more like it's a good time to be a collector but a rotten time to be an investor-speculator. And for some of us who really love comics, that ain't too bad of a thing at all.

Mike Friedrich
Star*Reach
2991 Shattuck Ave., Suite 202
Berkeley, CA 94705

Charles Vess' question really rang a bell here. ("I hope that, as we get older, our world won't turn into one year-long benefit auction. We need to do something about this now — any suggestions?") There are too many artists in the country who feed our fantasies every day who themselves are living on the edge of disaster because they can't afford health care.

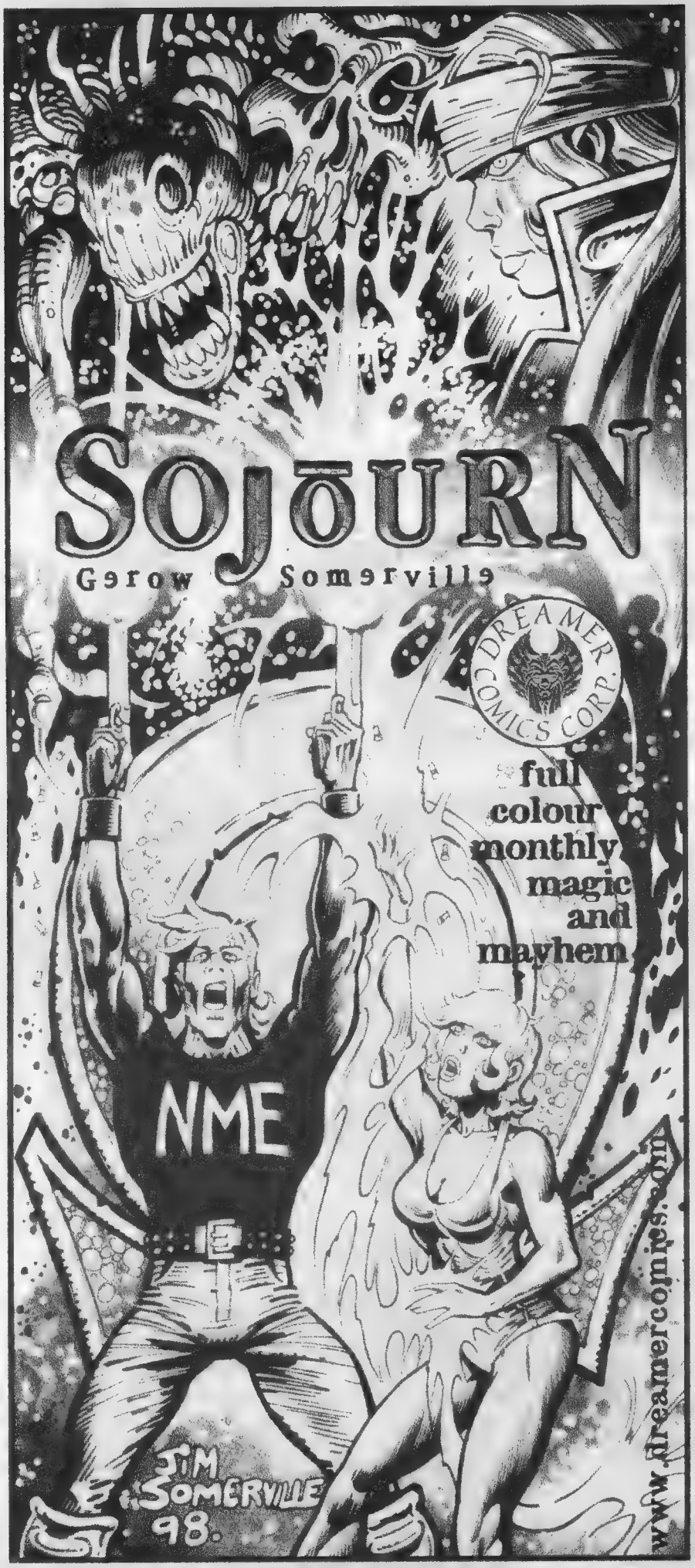
There is one solution available now, and that's to join the Graphic Artists Guild, which has an affordable health-insurance plan, and membership for low-income artists starts at $120 a year. The guild can be contacted at 90 John St., New York, NY 10038. It's open to all commercial artists, including comics artists.

A second solution is for all comics

(Continues on Page 16)

For Art's Sake — **By Chris Smigliano**

JNCO
COMICS
WWW.JNCO.COM
HALLOWEEN
© JNCO, 1998.



Oh, So? From Page 14

artists to become Canadian citizens, since Canada has had the good sense to establish a "single payer" health-care system. Short of that, perhaps, we should insist that our Congress establish such a system here.

The sense of community that Vess experienced was shared by those who donated to the Karen Shaffer benefit. My hope is that we will all see that all of us in the U.S. are part of the same community and treat each other with the same love and respect shown Karen Shaffer.

[Have you a suggested solution for comics writers? Retailers?]

Bart Jarmusch
4201 Crosby Dr., #503
Knoxville, TN 37909

Last spring, I wrote about a flash flood that ruined my fiancée's apartment and, in the process, destroyed some of my comics collection. As I said before, my fiancée emerged unscathed from the event, but it was a pretty scary moment all around. I'm still in awe that she suffered no injury.

After a long summer of work and work-related travel, I've finally had time to sit down and collect my thoughts. First, I was amazed by the number of people who sent me comics. Comics fandom is a caring community, despite our depiction in *The Simpsons*. One anonymous soul even sent me a reprint of the Kirby New Gods tales that I lost. There was no return address, but I wanted to thank that person for the kind gift. I found a kindred soul who had lost a great deal of his collection in similar circumstances, yet still offered to send me issues I had lost.

The most generous offering came from comics professionals, who surprised me with their philanthropy. If nothing else, these tales should remind us all that the comics community is not simply populated by the obsessive-compulsive, but by caring people. I'm thankful this is so and will do all in my power to pass this lesson on.

I also have to thank Michael Berlowe of Toons and Beyond, who replaced most of my missing X-titles at unbelievable low prices. I don't know how he stays in business, but he sold me very expensive back issues at prices which were often less than today's cover prices.

As for us, my fiancée had to move to a gruesomely furnished apartment for a couple of months, but now we've combined our few resources to put together a decent home (on higher ground). While the experience was fairly traumatic for her, starting a new household has brought closure. Now, we're just hoping we can make it to the wedding without any further disasters, natural or otherwise!

Steven Fears
909 Lakecrest Dr.
Moore, OK 73170

Have you been to the post office lately? If you haven't been for the usual stamps and such, then you need to get back down there.

In celebration of Superman's 60th anniversary, the U.S. Post Office is selling a bunch of neat Superman items. I was standing in line a few days ago, waiting to pick up a package, and just happened to glance in the direction of a board that sells the Post Office collectibles. I was genuinely surprised to see a number of things hanging there with the big "S" on them.

I haven't had time to go back and buy all of those items, but I do plan on returning to get them. However, while there, I did purchase a sheet of the commemorative stamps of the decades. There are ten sheets in the series. The fourth sheet has a very nice Superman stamp, as well as stamps with the first issue of *Life*, Disney's Snow White, the Empire State Building, and some others. They are very, very nice.

Normally, I don't buy all of the Post Office collectible items, but I do plan on getting these. It's really nice to see them promote Superman, along with the 1930s, a time of many changes in our country. You won't find these things in your local comics shops. This may sound a little strange, but go do some shopping in your nearest Post Office. It's too bad that the Post Office couldn't have a Superman comics display. Perhaps they can't promote the sale of non-postal products or something like that, but go get those other things, anyway. I think I'll go back tomorrow.

[In fact, in the Iola Post Office, there's a counter display featuring the Siegel-Shuster Superman.]

Michael Hranek
266 Maverick St., #2
East Boston, MA 02128

After collecting for nearly 20 years, I have come to realize that my naive dream of one day completing a collection of all published comics will never come to fruition. Instead, like others who have recently written, I have discovered the bargain bin. However, my "bargain bin" is a bit different from theirs.

My strategy is to go back to the days of collecting by run. For Golden Age and, since 1989, Silver Age, this type of collecting has become nearly impossible to achieve in high grade. Instead, I look to series that are not so "hot" but are well-written and well-drawn.

So what series do I collect? How about *Captain America, Incredible Hulk, Flash,* and *Wonder Woman.* When I tell people this, most shake their heads and exclaim that these series are long and expensive. Well, I'll admit the former is true, but the latter is definitely not!

I have been collecting in this manner for only two years and have managed to complete all these runs. That is a lot of comic books: about 350 *Caps*, about the same *Hulks*, some 140 *Flash* issues (from the second series), and roughly 130 *Wonder Womans* (again, the second series). Is there any super-hero collector who would disagree with me when I say that, while not all of the issues are great, either in art or script, the runs as a whole represent a wonderful tapestry of creative talent applied to truly classic characters? Individual issues might be mediocre or worse, but, when a character's full run is considered in its entirety it is awesome.

I dare anyone to read *Cap* straight from issue #100 all the way through to the last issue, #454, exclusive of other reading, and say that they didn't have a good time. I can say this for all of the aforementioned titles.

As a true collector, I have kept careful records of prices paid, *etc.* This is the amazing

(Continues on Page 18)

LOVE STRENGTH CARING

These three words describe one of the greatest heroes we've recently lost.

Brigid Carbonaro passed away on September 16th, 1998.

She will be truly missed by all who knew her.

Our love, best wishes & condolences go out to Michael & Tony Carbonaro.

Love,

Your Friends in the Industry

Robert E. Howard's
The Savage Tales of
Solomon Kane
Illustrated by Gary Gianni

Award-winning artist Gary Gianni has spent the last year illustrating the extraordinary adventures of Robert E. Howard's most compelling hero; Solomon Kane. Gary's action-packed fine line work and stunning paintings grace hundreds of pages of Howard's dynamic text. A Deluxe edition for the best collections using the very finest of materials and care.

Only available in this limited edition, signed and numbered. Only $150.

4 paintings are available as posters. $10 each.

A very limited number of books bound in goatskin with matching slipcase, from an edition of 50 will be offered to the public, signed and numbered at $265.

For a FREE colour brochure contact
CONQUISTADOR
158 Kent House Road, Beckenham
Kent BR3 1JY ENGLAND
Tel/Fax: + 44 (0) 181 659 9714

Dealer rates available

Worldwide mail order since 1977.

The books are also available from
Bud Plant Comic Art
(800) 242-6642 Mon to Fri 9am-5pm PST

Oh, So? From Page 16

part. My total cost for approximately 1,000 issues of good prime reading material is just over $1,200 — $1.20 each. All in near-mint condition. This figure is even artificially skewed by the older Cap and Hulk comics, which in some cases cost $20 to $30 or more each.

The cost advantage is related to current collector ambivalence to mainstream '70s and '80s comic books. Think back to how many of these comic books were in the $1 boxes at the last few shows you might have attended. I have been able to scour these boxes and back-issue bins for the last two years with little competition.

Just over the last two months, I have started to collect *Batman*. I have been able to round up issues #400-510 for an average cost of 70¢ each — once again, all in near-mint condition. I can't wait to read them as a block. For me, this is collecting on a budget.

Taking this all into account means that I don't feel as if I have to leave my hobby, if I can't or don't want to spend the majority of my disposable income on comics. Some of those who have written recently about being priced out of the hobby might want to try being a little more creative.

Nobody is *forcing* anyone to collect anything. Our hobby offers a *tremendous* amount of product, both new and old, in the form of back issues, and quite a lot of it is available at very reasonable prices. Every comic book that is older than five years and priced at less than $2 ought to be re-examined. Not all of it is good, but more than a few are.

Try it.

I dare you.

[What I really enjoy about this letter is its basis in two of the foundations of comic-book collecting: the thrill of the hunt and the enjoyment of the story. Both clearly can still be a part of our world for those who want it to be.]

Dave Pfeil
1537 Route 212
Saugerties, NY 12477

Am I the only one who thinks Marvel Comics doesn't publish some of its comic books long enough for the series to find any kind of fan following — *Marvel Universe, Man-Thing, Werewolf by Night* among them. Comments, anyone?

P.S. I'm looking for pen-pals around my age (40).

Frank A. Parsons
15 Whitmore St.
Lexington, VA 24450

R.C. Harvey is a pen-pal friend from many years ago, and *Pogo* is a comic-strip friend of mine since Walt Kelly first appeared in newspaper comics sections. I hope I do no disservice to Mr. Harvey's splendid article, if I offer what I believe is a valid correction to a minor error.

On page 44, under the subhead "Pogo's Legacy," Harvey writes of Kelly: "He delighted in sight gags, slapstick, and word play, the latter giving rise to the comic perversion of a famous Christmas carol, when Kelly's cast rendered it 'Deck the Halls with Boston Charlie.'"

Actually, the Pogo words transmogrified "Deck the Halls with Boughs of Holly" into "Deck Us All with Boston Charlie." Deck it — er, check it out. Hey — wait! No need! The 1966 daily strip at the top of Page 44 shows Pogo and Churchy trying to teach these words from the first verse to a new character, at least 15 years after they first were sung by the gang down in that most gentle, politically astute, and downright humorous of all swamps.

For some of the most wonderful word play outside of the Bard himself, readers should try to find a copy of the LP record *Songs of the Pogo*, produced by Kelly back in the 1950s, shortly after Pogo ran for President. His campaign song, "I Go Pogo," is on the record, along with about two dozen other marvelously varied offerings, sometimes sung by uncredited persons whose voices you might recognize. Kelly himself sings several, including this ditty:

"Have you ever, while pondering the ways of the morn,
Thought to save just a bit, just a drop in the horn,
To pour in the evening or late afternoon,
Or during the night, when we're shining the moon.
Have you ever cried out while counting the snow,
Or watching the Tom-tit warble 'Hello' …
Break out the cigars, this life is for squirrels!
We're off to the drugstore to whistle at girls!"

All homage and copyright acknowledgements to the Kelly estate and apologies for any small unintended deviation from the published lyrics.

When I was in Korea in 1951, my wife-to-be would clip *Pogo* from the Richmond *Times-Dispatch* and send the strips to me weekly. It helped me make it through the war and brightened the days of many of my buddies.

Thanks for having Harvey recount the 50th anniversary of *Pogo*'s first strip appearance! It was marvelous.

*[That article went through **three** proofreading checks, and none of us caught the error you cite. Thanks for setting it straight.]*

Jay R. Shull
333 N. 25th Ave.
Hattiesburg, MS 39401

Harlan Ellison: You are correct.

Quite some time ago, something like two years, I wrote to ***CBG*** with my 2¢ about how comics creators owe me an autograph. You called on the phone to personally take me to task. Besides the fact that I was stunned and pleased to be on the receiving end of one of your famous opinions, I simply would not see your point. We agreed to disagree, but you still kindly recommended the out-of-print novel *Seven Who Fled* by Frederic Prokosh.

Upon much reconsideration, I must admit that you are right. No one owes me anything. But do you think it possible that in the current climate of sales, creators might owe it to *themselves* to give me an autograph? If I am at a convention to sing praises to a creator for his work that I enjoy, a simple "Thank you" should suffice. But consider those people who travel to these conventions to meet the people that give them joy once a month. Most are working *schleps* who never get the job of their dreams for many reasons. They save hard to get to a convention. They approach the table to tell the creator how much they like his or her work. Then they are told to whip out the cash to get an au-

(Continues on Page 20)

WE SEE YOU!

AN ENTERTAINING EC COMIC

VISIT OUR WEBSITE–
www.gemstonepub.com
E-MAIL US AT–
ec@gemstonepub.com

CBG Customer Service Award - 1998

WE SEE YOU WAITING FOR ANOTHER ISSUE OF **EC's TALES FROM THE CRYPT**! WELL, KEEP YOUR EYES PEELED 'CAUSE ISSUE #26 IS JUST A GLANCE AWAY! MORE PREMIER **HORROR** FROM THE BEST HORROR LINE AND FROM ITS STRONGEST PERIOD!

TAKE A LOOK AT THE STORIES IN OUR FACSIMILE REPRINT: "CONCERTO FOR VIOLIN AND WEREWOLF" (HE COULD SIGHT-READ, BY THE LIGHT OF THE MOON!) WITH ART BY **JACK DAVIS**, "BY THE DAWN'S EARLY LIGHT" ('OH, SAY CAN YOU SEE –', IF YOU FORGET THE WORDS, JUST VAMP!) WITH ART BY **JACK KAMEN**, "THE BATH" (PEEPING TOMS WELCOME!) WITH **BERNIE KRIGSTEIN** ART AND "HOODWINKED!" (DON'T LOOK–AT THE SURPRISE ENDING!) WITH ART BY 'GHASTLY' **GRAHAM INGELS**!

WRITE FOR A COMPLETE LIST OF **EC COMICS** BEING REPRINTED, **SUBSCRIPTION** INFORMATION, AND LISTS OF **BACK ISSUES** LIKE:

THE COMPLETE RUNS OF **WEIRD SCIENCE** (22 ISSUES), **WEIRD FANTASY** (22 ISSUES), **WEIRD SCIENCE FANTASY/INCREDIBLE SCIENCE FICTION** (11 ISSUES), **SHOCK SUSPENSTORIES** (18 ISSUES) AND **HARVEY KURTZMAN's** FAMOUS **TWO-FISTED TALES** (24 ISSUES).

US FUNDS ONLY PRICES SUBJECT TO CHANGE WITHOUT NOTICE

GEMSTONE PUBLISHING POB 469 WEST PLAINS, MO 65775

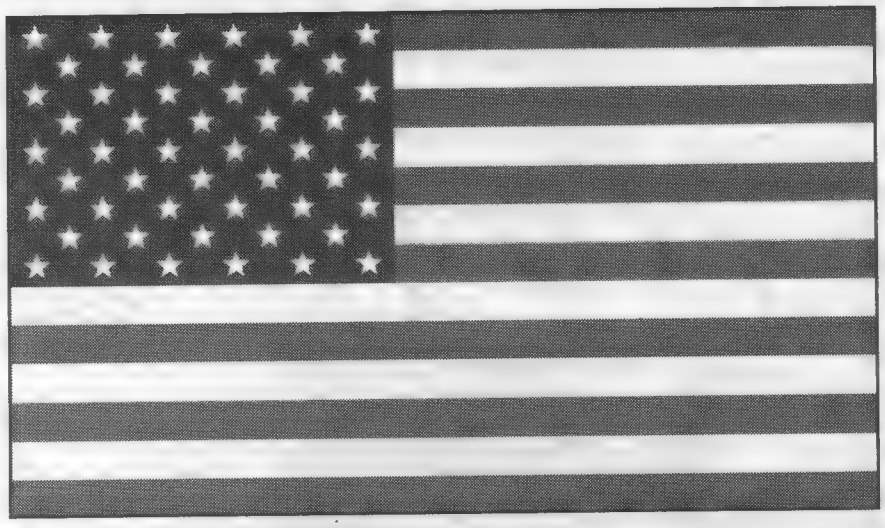
(formerly RUSS COCHRAN PUBLISHER)

417-256-2224 OR CALL 1-800-EC CRYPT AND ASK FOR THE ORDER DESK. USE THIS NUMBER FOR ORDERS ONLY!

MISSOURI RESIDENTS ADD 6.225% SALES TAX MARYLAND RESIDENTS ADD 5% SALES TAX

CALIFORNIA RESIDENTS ADD 7.25% SALES TAX (SAN DIEGO COUNTY 7.75%)

Coming soon to : Comics Buyer's Guide



A salute to war comics

As we have for the past few Memorial Days and Veteran's Days, this Veteran's Day, ***CBG*** remembers America's war comics with features by Doug Murray (*The 'Nam*) and more.

Also in issue #1304:
More of our veteran retailers' reviews of comics shipping in December.

Plus, our second quarterly *GameTime* insert!

There's no better time to advertise in — and subscribe to — the comics world's leading weekly news magazine!

Contact our *CBG* ad representatives at (715) 445-2214:
John Diser — ext. 232
Meredith Miller — ext. 438
Kevin Novak — ext. 781

ISSUE #1304 • Nov. 13, 1998 Cover Date
Ad deadline: Oct. 20 • Mailing Date: Oct. 28

ISSUE NUMBER	DEADLINE	COVER DATE	MAIL DATE
#1303	Oct. 13	Nov. 6	Oct. 21
#1305	Oct. 27	Nov. 20	Nov. 4

Subscribe to Comics Buyer's Guide today!
Get 25 issues for only $20.95!

Charge card holders, call toll free:
1-800-258-0929

Oh, So?

From Page 18

tograph. Cold and mercenary, don't you think?

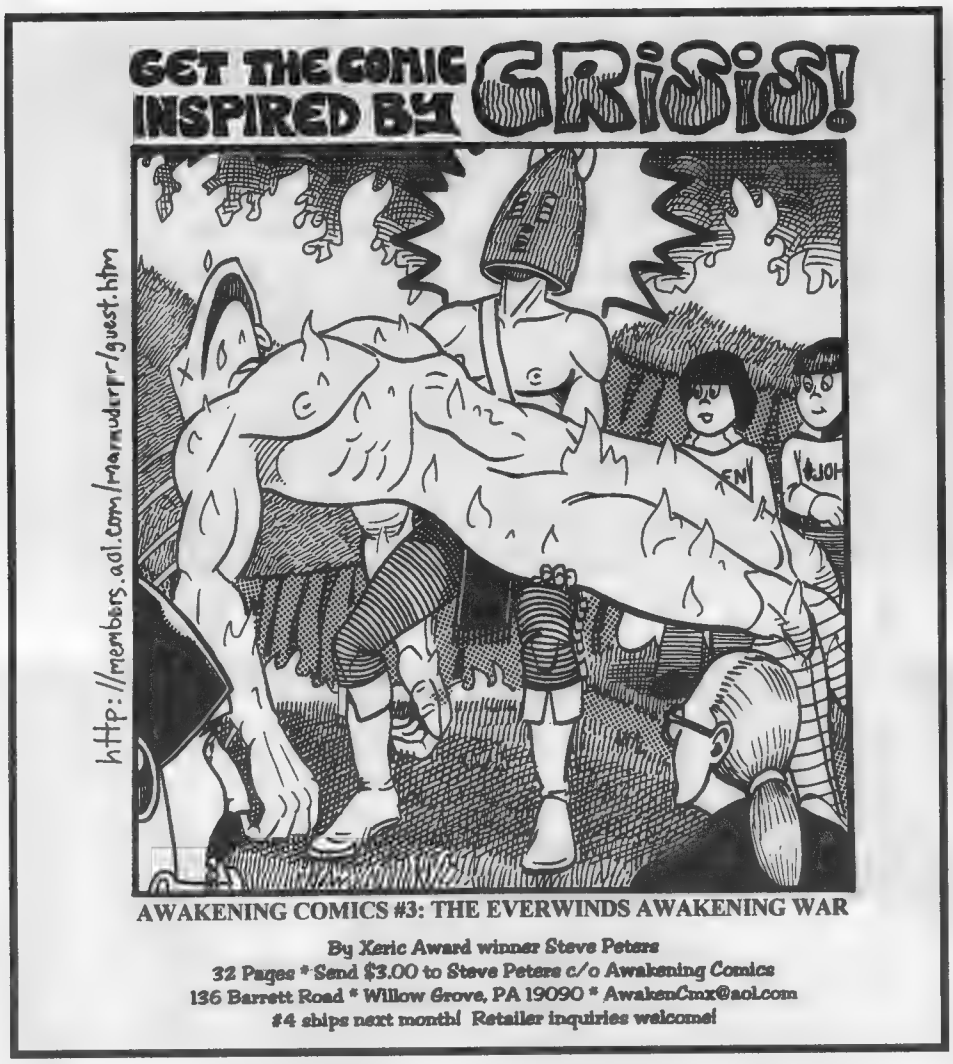
I certainly can understand the frustration for creators when a "fan" comes up with his entire collection (much less multiple copies of a single issue) to sign and I think these people should be charged until it hurts. As the prices for product go up and up, people must make decisions as to where to place their dollar. The true fan at the convention is there to stroke the ego of someone he or she admires. The creators are there to promote their product, themselves, and ultimately to have their egos stroked. Any creator who thinks an autograph is nothing more than a silly way to make a buck might need to think again. This can be some of the best marketing they will ever see.

A positive experience can cinch years of comics dollars for a creator. This fan will follow the creator from title to title, company to company, almost without fail. I respectfully submit that, if a creator wants to rest his career simply upon output, maybe he should not attend conventions and possibly hurt his appeal to readers. I must say that on almost all occasions I have had nothing but wonderful experiences with creators I have met. On those few occasions when I have not, my comics dollars have ended up elsewhere. I would love to hear from anyone regarding this matter, as I find it one of interesting discussion.

On a related note, Maggie, please try to convince Ellison to submit an occasional list of classics that we should have read. I know there are quite a few of us out there who are too strapped for time to cull the shelves at the Books A Million to find the gem amongst the rubble of all the series novels. Harlan has never steered me wrong in any of the selections he has mentioned.

(Continues on Page 22)

RUIN EXPLORERS
Profits & Prophecies!
In a desperate race to acquire the final magic item, the Ruin Explorers purchase passage to an ominous island. Rugudorulls haunting laughter still rings in their ears as the adventurers hone their fighting skills. Iries magic is their only hope of salvation, but who will save her?
THIS IS THE ANIME YOUR
Having decimated the ranks of Dolmecks henchmen, the beautiful Cutey Honey finds herself the target of his most deadly accomplices: Can Honey and the ever-resourceful Hayami family withstand the concentrated onslaught of Saline, Peeping Spider and the venomous Black Maiden?
GO NAGAI'S
new Cutey Honey
VOL. 2
MOTHER WARNED YOU ABOUT.
MAPS 1 & 2
Branded a traitor by the remnants of her race, a living star ship entrusted with the life's pursuit of her slain lover arrives on Earth looking for the key to a lost treasure. Her search leads a boy to the stars as he finds himself heir to the timeless quest of an all but forgotten tribe of stellar nomads.
CHECK OUT THESE COOL OCTOBER RELEASES ONLY FROM ADV!
Animation For a New Generation!™
ADV FILMS
www.advfilms.com
info@advfilms.com



RETAILERS!

Build store traffic and generate sales: Sell the leading comics publication at no risk.

COMICS BUYER'S GUIDE

Oh, So?

From Page 20

Regarding the latest discussion of advertising comics on television: I seem to remember back in the '80s a big stink surrounding *GI Joe*. It was the animated, comics, and toy juggernaut of the decade. You watched it on TV and, during the breaks, you saw the toys you had to have. It seems the comic book by Marvel was advertised, also. If you could find first printings, they went for a hefty sum. Lots of parents began to be concerned that children were being unduly influenced to demand GI Joe product. And then the government stepped in. Didn't the FCC make some rule about related products not being allowed to be advertised within the breaks of the program in question? I seem to remember something like this happening. Maybe Mark Evanier or someone he knows would have some knowledge of this.

Additionally, I would like to wholeheartedly recommend Barnes & Noble on the web. I ordered Andrew Vachss' latest novel *Safe House* from them, I didn't crack it open until I was on the plane to London this past July, and, boy, did I get a wonderful surprise! Inside was a bookplate with the man's signature. Now, that is a class bookseller. I wish we had one down here. I most heartily recommend *Safe House* as well as its companion soundtrack. Yes, that's right; we finally get to hear some of the blues that Burke is always talking about. But, unfortunately, there is only one Judy Henske song. As all good Burke fans know, this is the woman who stirs his soul. I've got to hear more, but no one carries or has heard of her. Can anyone help?

[Readers who enjoy books they've bought online might want to check to see whether the online service permits a review of the material purchased. Your rave can steer other potential purchasers who might otherwise pass the item up. I occasionally check www.amazon.com, for example, to see whether anyone has yet commented there on ***All in Color for a Dime****, which is available through the service. And I checked it this weekend after getting a letter from someone mentioning a mainstream writer — checked to see what sort of material the guy had written. (All but one of the reviews was a rave and made me want to read the book.)*

Judy Henske is a folk singer who appeared at least once, as I recall, on the Smothers Brothers show. Her voice is huskily distinctive, and solo albums (1960s? 1970s?) include ***The First Concert Album*** *(Reprise),* ***Judy Henske*** *(Elektra),* ***High Flying Bird*** *(Elektra), and* ***Little Bit of Sunshine ... Little Bit of Rain*** *(Mercury). She was also on* ***Rosebud*** *(Reprise),* ***Hootenanny, Hootenanny Volume 2****, and* ***Zapped****. I note that her only track on the Vachss disc is "Till the Real Thing Comes Along." I prefer her lighter moments in concert, but she's dynamite.*

The writer Harlan singled out to a creative writing course a couple of years ago is Donald E. Westlake.

JJM: *While there has since been regulatory activity regarding licensed-product ads during cartoons, there's an interesting story about the '80s* ***Joe*** *show. I learned via G. Wayne Miller's* ***Toy Wars*** *(Times Books, 1998, $25, ISBN 0-8129-2984-5) that the commercials advertising Marvel's* ***G.I. Joe*** *in the 1980s — the Godzilla of mass-market TV campaigns, promoting single issues of an ongoing series — were entirely paid for by Hasbro. Networks and stations had voluntary guidelines limiting animation in toy commercials so young children wouldn't get confused about what the toys could do. But nothing restricted animation in comic-book ads, so Hasbro approached Marvel, offering to spend $3 million to push its* ***G.I. Joe*** *comics — an offer that came as something of a shock but was gladly accepted.]*

Caleb Gerard
260 Alpine St., #6
Pasadena, CA 91106

I remember when *Crisis* was out. I'm sure that with the demographics of comics readers this is not a rare thing. But that speaks more about the industry and not about what I really want to discuss, or does it? We'll see.

I was shopping at the only direct-purchase place in my area, a small store that was in an antiques mall. *Crisis* was just getting under way. Who were some of these characters? OK, OK, as a diehard fanboy the only ones I really had no knowledge of were the the Charlton ones, but still — this was cool. Team comics were, and generally are still, the gnarliest.

This was the ultimate team comic book. Not since Marvel's *Contest of the Champions* had I seen so many in so small a space. I laughed when Changeling met Talky Tawny. I got angry right along with Anthro, as his world fell apart around him. And, and I'm not ashamed to admit it (OK, a little), I cried when Supergirl died. Not the death, but the funeral. I could not do the plot justice in a letter, and I'm sure that it will be covered at length here and in the collection and other places.

The result was satisfactory. I've heard the condensing of the DC universe derided here and there. They say the older fans have been shortchanged for having invested so much time and money. I for one was pleased. For the most part I still had all of the heroes and stories I liked intact. Certain crossovers really rocked (*All-Star Squadron*) while others really sucked (the *Firestorm* and *Titans* ones, for instance). The result was the DC universe, not DC universes. Fine; too many heroes on one Earth; so what?

I guess this does bring up the point of the age thing and why *Crisis* worked for most of us as a fun and interesting story. It was aimed at the whole readership. It did not just include the older readers. In fact, it promoted itself as a doorway in for new and young readers. It was fantastic without being goofy. Digression over. Or is it?

What has irked me in the years since are the constant clones and the dissolution of *Crisis*. *Zero Hour* was OK, but it did away with some of *Crisis*. *Millennium* was stupid. *Secret Wars* was fun, but please: The upshot is that I loved *Crisis*. Most of the changes it has brought on have been for the best.

[Hope you enjoy this issue, with a long, affectionate look at what you loved.]

Jay Horetzke
P.O. Box 460
Stratton, ME 04982

One of my favorite parts of subscribing to

(Continues on Page 24)

CBG Customer Service Award - 1998

WE'RE CONFUSED!

CBG Customer Service Award - 1998

THE FOLLOWING IS A TRUE STORY.

WE HOPE THAT SOMEONE WHO READS THIS WILL BE ABLE TO EXPLAIN WHY THIS KIND OF THING HAPPENS, BECAUSE WE DON'T GET IT!

AT ONE OF THE BIGGEST CONVENTIONS OF THE YEAR, A DEALER WHO TRAVELED HUNDREDS OF MILES TO SET UP, SOLD A HIGH-GRADE FANTASTIC FOUR #1 FOR ROUGHLY ½ THE PRICE THAT WE WOULD HAVE PAID.

AFTER THAT BOOK PASSED THROUGH THE HANDS OF SEVERAL DEALERS, WE DID IN FACT BUY IT. THE FELLOW WHO INITIALLY SOLD IT AT THE CONVENTION COULD EASILY HAVE MADE SEVEN THOUSAND DOLLARS MORE IF HE HAD SOLD IT TO US.

SHOULDN'T THESE GUYS KNOW BETTER?
SHOULDN'T EVERYONE?

IS IT STILL BETTER TO GET MORE MONEY FOR YOUR BOOKS THAN LESS?
DOES THE EARTH STILL REVOLVE AROUND THE SUN?
ARE THERE STILL PEOPLE OUT THERE WHO ARE NOT OFFERING THEIR BOOKS TO METROPOLIS AND LOSING MONEY BY SELLING TO THE WRONG GUY?
IF ANYONE OUT THERE CAN SHED ANY LIGHT ON WHY THIS STILL HAPPENS IN THIS DAY AND AGE, PLEASE LET US KNOW?

METROPOLIS
COLLECTIBLES
873 Broadway, Suite 201
New York, NY 10003
(212) 260-4147 • Fax: (212) 260-4304

Oh, So?

From Page 22

CBG is voting in, and observing the results of, the ***CBG*** awards. Although my favorites usually don't win, or even come close, I enjoy seeing the opinions of some of the more knowledgeable fans in the field. In the past, creators receiving at least five votes would be listed in the results. This was not the case this year, and I hope to see it return.

The reason for my letter is an aspect of comic books that, as far as I know, has been overlooked by all industry awards. The editorial or letters column can often be quite an entertaining aspect of the comic book all by itself. More and more of the writers and artists are taking part in responding to fan letters instead of passing the task to an assistant editor. Some creators have used the space to discuss future developments in the comic book, promote some of their favorite comics, or just to say what is on their mind.

Writers such as Garth Ennis and Warren Ellis keep their letter pages fun with their personal responses. Paul Chadwick's sometimes controversial subject matter makes for interesting reader feedback. I understand that Dave Sim and Erik Larsen have been known to have some interesting things to say, as well. (I'm sure there are many others I haven't had the opportunity to read.)

Creators who take the time to give the reader this extra bit of entertainment deserve recognition for their efforts. Do I have any support from other fans to begin an awards category for best letters column or editorial?

Elizabeth A. Kowols
1660 Thacker, #4C
Des Plaines, IL 60016

After four years of writing Chicago con reports, I've come to the realization that going to the con for all three days is like feasting at an overflowing table: It takes about a week to digest everything I've seen and heard.

Let's get the couple of small complaints I've got out of the way first: While I understand the need to keep the fountain area for the major signings of the weekend (and there were times I couldn't even *see* Todd McFarlane, with his autograph line the length it was), there's got to be a better way to handle everyone else's autograph sessions. Having them in the dealers' room, no matter where you set the tables, creates confusion about where the lines begin and end, and keeping the center of those aisles clear is almost impossible. And, of course, the more guests you have, the worse the problem becomes.

Second, I would suggest that the guests be allowed to take their lunches away from the autograph tables. Since they are still at their tables, people feel free to continually ask for autographs, even though they can see the folks are eating. If you're truly a fan of these people, please give them a break. (That goes for fans, as well as organizers.)

OK. Complaints done. On to the fun stuff!

Let's see: We had everything from Superboy to Spawn, Space Aces to Space Ghost. There were several times during the weekend that I wished I were cloned, so I could get to more panels and stay in the anime room. *And* walk the dealers' room, *and* take my time with each of the people in Artists Alley. Waiting in some of the autograph lines, I got a chance to talk to some of those artists and writers. A good friend of mine, Mike Kelly, is self-publishing *Power Plays* and does the writing and pencilling. There are so many talented newcomers to the field who self-publish, not because they're not good enough for the "big boys," but because they are unknowns. Support your local comics creator! A good place to find information about new comics is ***Comics Buyer's Guide***. (Was that a subtle plug or what?)

Thanks go out to Voyager Promotions, who helped me find *Star Trek* trading cards for my husband, who grants me with the opportunity to go to the con every year.

As usual, my first stops were the panels for the *Babylon 5* and *Star Wars* people. Claudia Christian (all hail Clan MacStagger!) and Walter Koenig were a scream during the whole weekend, with Joshua Cox and Robin Atkin Downes occasionally being able to slide a word in edgewise. Saturday's panel for *Babylon 5* saw everything from Downes salaaming to Koenig (with Downes on his knees on the table!), and Koenig holding out his hand so Downes could kiss his ring, to Cox stripping off his shirt to show his washboard stomach, to Christian saying "hi" to the little person in her model of a Star Fury. Sunday's *B5* panel was just as good; one of the memorable bits for me was hearing Christian and Koenig reciting lines from Shakespeare.

I was deeply disappointed that there was only one *Star Wars* panel, but I did get to hear and see more of Jeremy Bulloch's unique brand of humor, when he signed a limited-edition Boba Fett vs. Alien poster — "Am I cool or what?" Maria de Aragon (who played Greedo in Episode 4) got a chuckle out of my doing some of the Greedo dialogue. I was surprised she hadn't heard it elsewhere on the tour, which she joined in January. Kenny Baker had marvelous stories to tell, and David Prowse was very much in demand, as usual.

Ooh, ooh! I finally got to meet Tony Isabella this year! What a charming fellow. I am in process of reading all his on-line columns. (No, I haven't gone blind — yet!)

I hope Maggie had comfortable shoes on — she was dashing all over the place. There were two other gents and a lady at the ***CBG*** booth whom I had the pleasure of chatting with. I'm horrible with names and should have written them down; please don't hurt me!

Went to the Mad Media room party and met some terrific people. Hi, Boyd! Hi, Gene! Discussions in that room ranged from the upcoming Mad Media 5 event itself (Sept. 25-27 in Madison, Wis.) to Boyd's interest in alternate history to a lively debate on Harlan Ellison's work. (Still got a few scorch marks!)

All in all, a very satisfying weekend. As I wrap up this year's report, I'm listening to the Celebration Theme from *Return of the Jedi*. To

(Continues on Page 97)

Brenner Printing
HAS MOVED TO
1234 TRIPLETT
SAN ANTONIO, TX 78216
210.349.4024 • FAX.349.1501
www.brennerprinting.com

NOVEMBER 28 & 29 . COLUMBUS, OH

ADAM'S MARK HOTEL
50 N THIRD STREET
DOWNTOWN

FOR RESERVATIONS CALL
800-444-ADAM

Mid-Ohio-Con

www.wfcomics.com/midohiocon

HOURS:
SAT: 10AM TO 6PM
SUN: 10AM TO 5PM

AIRFARE DISCOUNT AVAILABLE THROUGH
US AIRWAYS
MENTION GOLD FILE
#89680809
WHEN BOOKING TICKETS

TOGETHER IN OHIO FOR THE FIRST TIME IN 30 YEARS...

POW! ADAM WEST !! ZAP!

& FRANK GORSHIN !!

TV'S classic BATMAN & RIDDLER In Person !

Autograph fee required.

Featured Guests:
TOM BATIUK - JOHN BYRNE
RON GARNEY - JAMES O'BARR
DON ROSA - MARK SCHULTZ
JOE SINNOTT - ROGER STERN
WILLIAM STOUT & MARK WAID !

Trilogy Tour II
WITH:
JEFF SMITH . CHARLES VESS
LINDA MEDLEY . JILL THOMPSON
MARK CRILLEY & STAN SAKAI !

TV'S SUPERBOY..
GERARD CHRISTOPHER!

Special Guests:
ALLEY BAGGETT . DARRYL BANKS
SCOTT BEADERSTADT
MARK EVANIER . MARTIN EGELAND
PHIL FOGLIO . LURENE HAINES
MATT HAWKINS . BOB INGERSOLL
TONY ISABELLA . PAUL JENKINS
LEONARD KIRK . ANDY KUHN
GREG LAND . DAVID MACK
STEVE LIEBER . ANGEL MEDINA
EDDY NEWELL . MART NODELL
DAN PARSONS . KEN PENDERS
ANDREW PEPOY . BEAU SMITH
CHRIS SPROUSE . MATT WEBB
THOM ZAHLER
& MORE!

R.A.P. Promotions, Inc. PO Box 3831 . Mansfield . OH . 44907-3831
(419) 526-1427 weekdays 9am–5pm MidOhioCon@hotmail.com

Happy 1300th Issue CBG!!

coming in Deathember
from Death Comics

MALICE #1

featuring the debut of

THE DEPOSIT MAN

by Cary Coatney
Ben Fogletto
Edward Menje
& Mustofa

other modern oddities of mayhem by:

C. J. Henderson,
Ben Fogletto,
Scott Goodell,
Fara Morre, John Nguyen,
and Isreal Muniz painted
cover by Julian Suzanne

"God...does a body...good"

MAGAZINE SIZED - SUGGESTED FOR MATURE READERS
Write to The Deposit Man - depositman@yahoo.com

The Deposit Man © by Cary Coatney & Ben Fogletto. All Rights Rexerved

BEST COMICS AND HOBBY CENTER

252-02 Northern Blvd., Little Neck, NY 11362
Phone: (718) 279-2099 • Fax: (718) 279-2216
http://www.bestcomics.com

MasterCard VISA — AMERICAN EXPRESS MONEY ORDERS

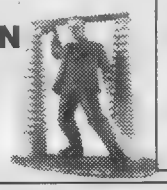
Hours:
Mon. - Sat. 10:30 to 8:00
Sunday 11:00 to 5:00

Shipping & Handling
$12.50 per box

New DC Sandman 10th Anniversary Statue
Reg. $195.00 *Sale $155.00!!!*

Last In Stock!!!
Spidey Bronze *$2399.00*
Bowen Hulk Bronze *$2399.00*

Moore Creations & Universal Studios Presents!!!
FRANKENSTEIN & WOLFMAN
LMTD. to 4,000 Pieces
Reg. $159.00 *Sale $135.00 Each*



CREATIVE LICENSE PRESENTS
Stone Washed Marblized Finish!!!

Hercules Bust 12" .....Reg. $100.00 *Sale $74.95*
Xena Bust 12" .....Reg. $100.00 *Sale $74.95*

WE ARE BUYING!!!
Batman *$475.00*
Superman *$275.00*
Flash *$125.00*
Lobo *$175.00*
Gambit *$200.00*
Magneto *$150.00*

Marvel Comics Bowen Busts Specials!!!
Antman *$22.95*
Hulk *$36.95*
Thor *$46.95*
Man-Thing *$26.95*
Storm *$26.95*
Cyclops *$26.95*

BOWEN NEW RELEASE!!!
Finally Coming In December!!
SILVER AGE DAREDEVIL STATUE!!!

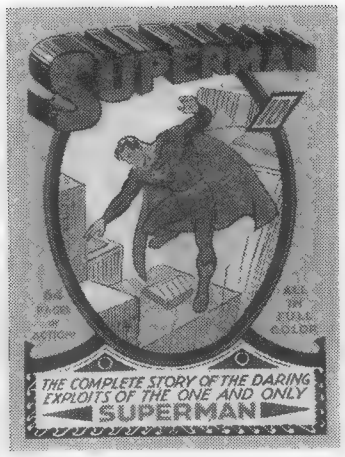
Red Costume
LMTD. to 4,000 Pieces
Reg. $150.00 *Sale $129.95*
Orders Must Be Placed Now For This Piece!!

Yellow Costume
LMTD. to 2,000 Pieces
Reg. $150.00 *Sale $140.00*
Order Now!!This Will Be Sold Out By Christmas!!

One Time Only!! Close Out Specials!!

Lost In Space 10" Talk & Walk *$23.99*
Lost In Space 5" Windup *$8.99*
Bowen War Busts *$16.99*
Witch Blade Cases (12 Fgs) *$49.95*
Lady Death Snow Globe *$79.95*
Hell Blazer Statue (DC) *$99.00*
Spiderman 3D 10" Bust *$125.00*
Green Goblin 3D 10" Bust .. *$125.00*

We Buy All Limited Edition Statues • Hundreds Of Statues In Stock
Marvel Statue Dealer • Authorized Moore Statue Dealer • Authorized DC Statue Dealer • Authorized Bowen Dealer • Authorized Legends In 3D Dimensions Dealer



Comic & Illustration Art

Auction: Saturday, October 17, 1998 at 1:00 pm

Howard Lowery Gallery, Burbank, California

Exhibition October 7th through 16th

The catalogue of our 1998 comic art auction is now available. The 200+ lots offered include Golden and Silver Age comic books, original newspaper comic strip art, illustration and editorial cartoons by top American artists of the 20th century, books and more. All items are fully described and pictured in full color or black-and-white.

Featured items include:

c. 1913 *Krazy Kat* daily strip by Geo. Herriman

Floyd Gottfredson's 1930s *Mickey Mouse* dailies

Donald Duck comic book art by Carl Barks

Walt Disney Comics & Stories #1–12 bound volume

Superman #1

rare *Flash Gordon* color art by Alex Raymond

Amazing Fantasy #15 / *Amazing Spider-Man* #1,2,3

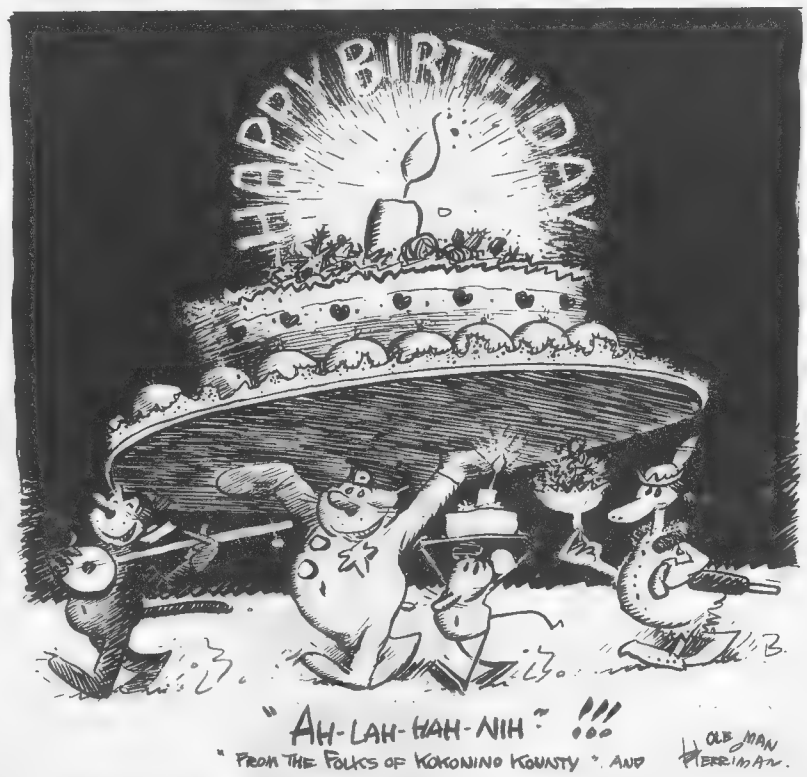
1941 *Tarzan* Sunday page by Burne Hogarth

35 Carl Barks lithographs by Another Rainbow.

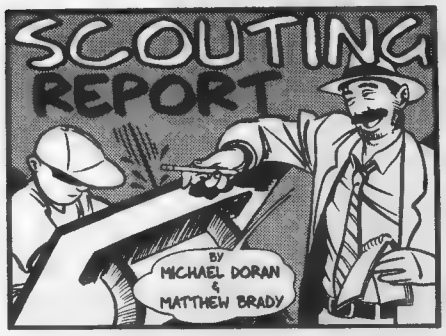
Original daily strips and Sunday pages from Little Orphan Annie, Terry and the Pirates, Dream of the Rarebit Fiend, Red Barry, Pogo, Felix the Cat, Blondie and many more.

48-page, fully illustrated catalogue
$5.00 via first class mail
$10.00 outside the USA and Canada
$20.00 via Express Mail outside the USA

Howard Lowery
3812 W. Magnolia Blvd.
Burbank, CA 91505 USA
tel(818) 972 9080 fax(818) 972 3910



Special original illustration by George Herriman commemorating the 50th anniversary of the Hearst's *Los Angeles Herald Examiner*, 1938



Lay enters the swamp. Vertigo Editor **Stuart Moore** recently confirmed that **Carol Lay**, best known for her strip *Story Minute*, will be the writer of Vertigo's new *Swamp Thing* series, while French artists **Stan Manoukian** and **Vince Roucher** (who've done plenty of work for Dark Horse) will provide the art. **Phil Hale** will paint the covers for the series, which is yet to be scheduled.

Moore also confirmed that **Gilbert Hernandez** will pencil the first six issues of **Peter Bagge**'s Vertigo series, *Yeah!*

Bimonthly Cliffhangers. While it may or may not be a result of the deal with DC, a spokesman for WildStorm/Cliffhanger has confirmed that both **J. Scott Campbell**'s *Danger Girl* and **Joe Madureira**'s *Battle Chasers*, which have both been shipping on an irregular schedule, have been officially switched to bimonthly shipping.

An older and wiser Thing. Writer **Karl Kesel** gets a chance to return to one of his favorite super teams this December, when he writes *Fantastic Four/Fantastic Four '98* annual. Following the team-up theme of Marvel's 1998 annuals, the story kicks off when Ben Grimm finds himself transported to an alternate Marvel Earth where the characters came into existence the same year their comic book appeared (1961 for The FF) and have aged in real time since. It's a concept that Kesel and many comics fans have considered at one time or another.

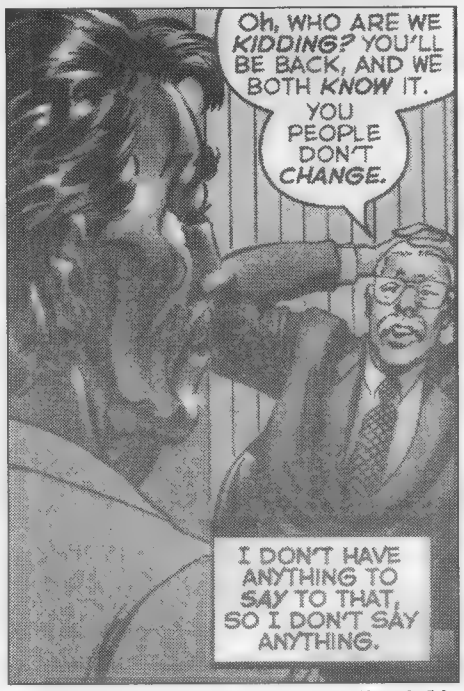
"By 1998, Reed is somewhere in his 70s; he and Sue are basically retired from active FF duty," Kesel said. "Ben, Johnny, Johnny's wife Crystal, and Franklin make up the team now. Johnny and Crystal have two kids: a daughter named Luna and a son named 'Cosmic' Ray. As with the best FF stories, it's a big story about family (and getting Ben home again)."

The annual will be pencilled by Kesel's former *Adventures of Superman* partner, **Stuart Immonen**.

Busiek gets by with a little help from his friends. It looks as if the title of comics' Iron Man is up for grabs. **Kurt Busiek** recently reported that, due to his recent serious illness and impending fatherhood, he's going to cut back on his Herculean workload (four monthlies along with the *Avengers Forever* maxi-series beginning this month and five double-sized issues in the immediate future). Busiek has called in friends to help him out, and his revised workload now looks like this:

Captain America/Citizen V '98 — **Barbara Kesel** will step in to co-script from a plot by Busiek and **Karl Kesel**.

Iron Man and *Avengers Forever* — **Roger Stern** will join Busiek as co-plotter on *Avengers Forever* beginning with #3 and co-writing *Iron Man* indefinitely, starting with #13.



*The latest storyarc in **Kurt Busiek's Astro City** began in #14.*

"As a comics historian and writer of one of the best *Avengers* runs in the series' history, he's got a wealth of knowledge about The Avengers and their foes and has already started backstopping me on various key details in the histories of Kang, Immortus, and some of the other folks who'll be important to *Avengers Forever*," Busiek said. "And more than that, since Roger's a top-notch writer, I feel like I'm getting the chance to study under a master by working with him on these comics."

Busiek admitted that he and Stern have already begun brainstorming on both projects, including Kid Colt and Marvel's Western heroes in *Avengers Forever*, a crossover with the FF in *Iron Man*, and finding out what happened to former Avenger Jocasta.

Finally, Busiek announced that *Kurt Busiek's Astro City* is back on track, and series artist **Brent Anderson** is currently drawing #15, the second part of the six-part Steeljack story.

Moore gets more creators. WildStorm Productions has found the final piece of the creative puzzle for **Alan Moore**'s upcoming "America's Best Comics" line. The publisher announced that the penciller-inker team of **J.H. Williams** and **Mick Gray** will illustrate *Promethea* and join an artistic line-up that already includes **Chris Sprouse, Gene Ha, Rick Veitch**, illustrating Moore-conceived and -written titles.

Next month the duo begins work on #1 of the series that will make its debut in the spring of '99, then begin work on a 96-page **Howard Chaykin**-written hardcover for DC called *Son of Superman*, before returning to *Promethea* for issue #2 and the rest of the title on a regular basis.

According to Gray, it didn't take much convincing to get the young duo to sign on the dotted line. "We were offered the project and we just said, *'Yes!'* We knew it would be cool if Alan Moore is writing it."

'Buffy' in 'TV Guide.' Comics publishers are always looking for ways to expose their work to larger, currently non-comics-buying audiences, and Dark Horse Comics may have found a way to do just that. Dark Horse has confirmed that a five-page *Buffy the Vampire Slayer* comic-book story written by **Christopher Golden** and illustrated by **Hector Gomez** will be included in an upcoming issue of *TV Guide*. The insert will reportedly be included in the Halloween issue of the weekly publication.

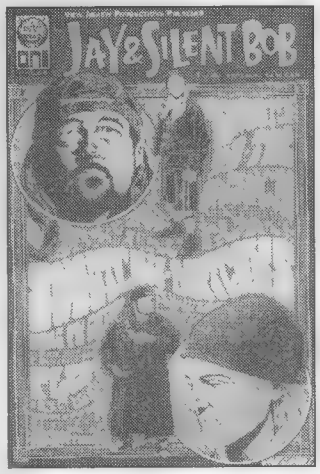
Golden and Gomez also figure prominently in Dark Horse's many plans for adaptation of **Joss Whedon**'s cult television hit. Gomez is pencilling writer **Dan Brereton**'s upcoming Buffy graphic novel *The Dust Waltz* and will then move over to pencil three issues (#4-#6) of the *Buffy* ongoing series by writer **Andi Watson**. Gomez will be filling in for the series' regular penciller **Joe Bennett**, who will use that time off to pencil a three-issue miniseries by Golden and Brereton called *Buffy: The Origin*. This series, scheduled to begin in January, is based on Whedon's original script for the *Buffy* theatrical film, but with the likeness of television's Buffy, **Sarah Michelle Gellar**, replacing the likeness of move Buffy **Kristy Swanson**. Bennett will then move back to the ongoing series upon *Buffy: The Origin*'s completion.

No more Vertigo letters. DC/Vertigo Senior Editor **Stuart Moore** has announced that, as of December-shipping issues, Vertigo will discontinue publishing letter pages in any of its titles. According to Moore, the letter pages will not be replaced with house ads for DC and Vertigo projects, but with paid advertising from outsider advertisers. "This isn't a step we'd particularly like to take," explained Moore. "But our ad department is doing enormous business lately, and it's gotten to the point where sometimes we literally can't fit in all the ads they've sold in a given issue. This is a good problem to have. I don't think it's any secret that times are tough and comic books, *per se*, aren't generating a lot of profit these days; anything we can do, like this, to keep marginal comics feasible, by generating more ad revenue, is worth it in my book."

Moore encouraged readers to keep sending letters, however, and said that they still read and pass along to creators every letter sent. Moore also said he hopes to explore ways to use DC's Internet presence to "take some of the place" of the letter columns.

Oni explains 'Jay & Silent Bob' delay

Jay & Silent Bob #2, scheduled to ship in August, has been fraught with problems leading to a delay. Oni Press President and Editor in Chief Bob Schreck said the company regrets the situation and wishes to extend an apology to its fans and supporters, along with an assurance that Oni is doing everything possible to get the issue out and the rest of the series back on track.



*The first issue of **Jay & Silent Bob** has been reprinted multiple times.*

Initial problems began when writer Kevin Smith's latest film production, *Dogma*, not only took longer to shoot than planned, but also required a large amount of post-production work, due to its elaborate story and special effects. As a result, the script was late going to the artist.

Due to this delay, a scheduling conflict forced artist Duncan Fegredo to finish a story for another publisher. When he was finally ready to start the issue, he contracted a virus that slowed him down even more.

"This may all sound like excuse-making," Schreck said, "but that is not our intention. This is really one of those situations where circumstances got beyond our control. Oni has always been committed to delivering its product in a timely fashion and, until now, we have done well. Our biggest concern at this point is getting the issue into the hands of the retailers and fans without the quality of the material suffering. Once we are over this hump, the last two issues should follow every six weeks."

Oni Publisher Joe Nozemack said, "This is unfortunate for everybody. We are working double-time to get this issue together. If all goes as planned, *Jay & Silent Bob* #2 will finally hit the racks in mid-October."

Jay & Silent Bob #2 is the second installment of the four-issue mini-series. The cover of the 32-page black-and-white issue is illustrated by Mike Allred and colored by Laura Allred.

JEF HINDS COMICS

P.O. Box 44803 • Madison, WI 53744-4803

To Order Call 1-608-277-8750

All books expertly graded according to Overstreet standards. Satisfaction guaranteed. Please add $5.00 P&H. Credit cards, money orders shipped in 24 hrs! (weekdays). Phone reservations hold books for 7 days. Time payments available. Please visit my website for thousands more Golden & Silver Age Comics, http://www.JHCOMICS.COM. Thank you to all my previous customers! FAX: 1-608-277-8775 • E-Mail: JHCOMICS@AOL.COM

Member AACC

MasterCard VISA

CBG Customer Service Award 1988 · 1989 · 1990 · 1991 · 1992 · 1993 · 1994 · 1995 · 1996 · 1997 · 1998

JUST PURCHASED, TWO ORIGINAL OWNER G.A. COLLECTIONS.
1ST TIME ADVERTISED. ALL WITH VERY NICE, BUT HALF WITH OUTSTANDING PAPER QUALITY.

ACE COMICS
66 VG $28
67 G 14
71 F 43
74 VG+ 36
82 G+ 17
83 VG+ 29
94 Fr/G 8
105 G 9
120 G 9
148 G 8

ACTION COMICS
47 missing centerfold O/W G 59
85 VG 110

A DATE WITH JUDY
4 G 9
5 G 9
7 VG 18
19 G 6

ADVENTURE COMICS
98 VG/F 207

ADVENTURES INTO THE UNKNOWN
8 G 24
10 G 24
11 VG 38
15 G- 16

ALL AMERICAN COMICS
40 G white pages 105

AL CAPP'S SHMOO COMICS
1 G 30
2 G 21

ALL FUNNY
10 G 22

ALL GREAT
1 G+ 24

ALL LOVE
27 F 28

ALL SPORTS COMICS
V1 #3 G- 15

ALL SURPRISE COMICS
2 G- 9
9 F 27

ALL TOP
13 G+ 120

ALL TRUE CRIME
35 G 8

ALL TIME SPORTS
5 VG 26

AMAZING DETECTIVE
3 G #1 20

ANIMAL ANTICS
1 G+ 62
2 G 21
4 G 13
8 G 13

ANIMAL COMICS
22 VG 15

ANIMAL FABLES
2 G- 18

ANIMAL FAIR
4 G- 7

ARCHIE COMICS
14 F+ owl 10+ 216
16 F+ owl 10+ 216
18 VF- owl 10+ 240
22 VF- owl 10+ 240
24 VF owl 10+ 310
25 NM owl 10+ 500
27 VG/F 97
31 G- 16
32 G 19
34 G 19
34 Fr 15
35 G 19
37 Fr/G 16
41 G 12
42 G- 10
43 G 12
44 G+ 18
45 G+ 18
46 G+ 18
47 Fr 9
48 VG 24
49 G- 10
50 G 12
51 VG 18
ANNUAL #1 (1950) G 160

ARCHIES GIRLS BETTY & VERONICA
1 G 140

ARCHIES PAL JUGHEAD
2 G 55
ANNUAL #2 Fr/G 29

ARCHIES RIVAL REGGIE
2 G 38

BARNYARD COMICS
11 G+ 8

BATMAN (All Have White Pages)
6 Fr/G 280
13 VG solid 485
16 G 1st Alfred 435
18 VG 395
19 G+ 230
20 VG 310
21 F 350
22 VG+ 290
23 VG+ Joker 417
25 VG (F+ but miscut) 350
26 F 350
27 F+ (VF/NM w-1/4" Tr) 700
28 Fr 70
30 F+ (same as #27) 525
31 G+ 135
32 Fr 65
33 VF/NM w-1/3" printing tear 875
34 F 267
38 VF 640
39 VF 600

BLONDIE
2 VG 19

BLUE BEETLE
15 VG- 69
25 VG/F 77
28 G 24

BLUE BOLT
V4 #4 VG 16
V5 7 G 7.50
V6 2 Fr/G 6

BOY COMICS
16 VG 59
17 VG/F 84

BULLETMAN
8 VG 130

BULL'S EYE
11 Fr only issue 21

BUSTER BROWN
10 G 7

BUZZY
6 VG 14
7 VG 14

CALLING ALL KIDS
5 G 5
17 G 5

CANDY
1 F 52
4 VG 13

CAPTAIN BATTLE
3 G 60

CAPTAIN AND THE KIDS
50 G 8

CAPT. MARVEL
33 G+ 59
45 Fr 19
58 F 68
Wheaties Giveaway VG w/Tape 88

CAPT. MARVEL JR.
17 F 133
29 F 110
45 F+ 79
88 Fr 8

CAPT. MIDNIGHT
10 missing pages O/W G+ 25
16 G+ 62
36 VG 52

CASEY CRIME PHOTOGRAPHER
1 F 52
2 G+ 16

COMBAT KELLY
18 VG 11

COMEDY 2nd Series
7 Fr 4
9 G+ 10

COMIC CAPERS
4 VG 20

COMICS ON PARADE
40 VG 29
47 F 28
53 VG/F 23
55 G+ 13
56 G- 6

COO COO
18 G 6
18 Fr 4
21 G 6
28 G+ 8.50

COOKIE
4 G 7
12 G 6
17 G 6
19 F 15
19 G 6
21 G 5
25 G 5
27 Fr 4

COSMO CAT
3 VG+ origin 40
7 VG 15

CRACK
41 F 54

DAGAR
23 G Extreme cover 60

DAGWOOD
#2 VG 11

DANDY (EC)
6 G 17

DARLING ROMANCE
2 F 25

DEAD EYE
10 VG 12

DETECTIVE COMICS (All with white [illegible])
68 VG+ Two-Face 350
73 VG 200
76 VG 280
78 F+ 425
81 F/VF 370
82 G 78
84 VF+ 595
93 VG 130
107 VF+ 500
113 F+ 280
119 VF/NM 550

DEXTER
1 G 9

DICK TRACY
31 G 11
32 VG 23

DING DONG
2 G+ 13
3 Fr 6
4 VG 16

DIXIE DUGAN 1st Series
1 G- 22
6 NM sharp 35

DON WINSLOW
20 Fr/G 12
33 F+ 65

DOPEY DUCK
1 G- 11

ERNIE
NN G 6

EXCITING
40 VG 89

FAST FICTION
3 G-/G 29

FAWCETT FUNNY ANIMALS
34 VG/F 15
34 VG/F 15
35 Fr 4
40 G- 5

FEATURE BOOKS
34 G 16
35 G 16
37 G+ 21
38 G 16
40 VG 29
41 VG- 25
42 VG 29
43 F+ 63
47 F+ 63

FELIX THE CAT
1 G/VG 42
30 G 20
32 G- 15
35 G 7
36 G+ 29
42 Fr 12
51 VG 37

FIRST LOVE
5 VG 11
6 VG 11

FOUR COLOR COMICS
9 G+ (white) D. Duck (Barks) 865
17 G Popeye 57
27 G+ M. Mouse 118
33 missing centerfold O/W G 50
60 G 15
90 VG 33
91 G+ 25
104 G 18
112 G 14
113 F+ Popeye 60
115 G Lulu 35
121 G 11
128 G+ 20
132 NM Stunning 120
158 G LuLu 28
159 G D. Duck 63
164 G+ 22
165 G LuLu 28
169 G 14
178 G 93
181 G 15
188 G+ 14
189 G- 45
191 G 10
223 G "Square Egg" 65
250 G+ 17
274 VG 17
289 Fr 7
296 Fr 7
317 G+ 11
318 G 26
322 G- 5

FOUR FAVORITES
13 G- 19

FRANKENSTEIN
13 G- 22

FRANKIE (TIMELY)
4 (#1) NM Awesome 120

FRISKY FABLES
V2 #2 G 6
V2 #3 G+ 9
V2 #12 VG 13
V3 #1 G+ 8

FUNNY FROLICS
2 G 9

FUNNY FOLKS
8 G-/G 9

FUNNY STUFF
7 G 19
21 G+ 14
28 VG 19
Wheaties Giveaway Fr 60

GEORGIE
2 VG 19
4 VF 45
8 F 24

GIGGLE
24 G- 4
25 G- 4
37 G 6
40 G+ 9
44 G 5

GI JOE (Z-DAVIS)
11 (1951) VG 16

GIRLS' LOVE
2 VG Photo, Scarce 63
7 VG Photo 40

GOOFY COMICS
10 G- 7
16 G 8
19 VG 14

GREEN LANTERN
7 VG White Pages 395

HA HA COMICS
26 VG+ 14
32 G 6
40 G- 5
47 G- 4
58 G 5
62 G- 4
66 F 14

HAPPY COMICS
18 G- 5
19 G 7
20 G+ 11
27 VG 15

HAPPY HOULIHANS (EC)
2 VG/F 55

HEADLINE COMICS
6 G+ 23
11 G 11
14 F+ 43

HEART THROBS
4 G 11

HEDY DEVINE
27 G- 8

HEROIC COMICS
31 VG 9
35 VG 13

HI-JINX
2 VG 18
5 G 11

HUMPHREY
3 G 7

HURRICANE COMICS
NN VG 36

JACK IN THE BOX
1 VG+ 28

JAMBOREE COMICS
2 VG 22
3 G 11

JEANIE COMICS
15 G- 9

JINGLE JANGLE COMICS
7 VG+ 31
18 VG+ 23
21 VG+ 23
26 VG 18
27 G- 7

JOE COLLEGE
1 G- 8

JOE PALOOKA
4 F 36
6 F+ 52
7 VF 72
8 F+ 40
25 VG/F 15
33 F 16
56 VG/F 13

JO-JO COMICS
NN G 15

JUKE BOX
1 G 39

JUNIOR MISS
26 VG/F 15
34 G- 5
35 F 18
39 VG/F 19

JUSTICE (ATLAS)
41 VG 24

KATY KEENE COMICS
1 VG except 2 cut outs so poor 45
2 VG/F 115

KEEN TEENS
NN VG/F 53

KERRY DRAKE
3 F+ 49
18 G 6

KID COWBOY
4 G+ 9

KILROYS
8 G 6
9 VG 12
16 VG 12
17 Fr 4
20 G- 5
22 G 6
24 G 6
25 G 6
26 VG 12
33 G- 5

KING COMICS
130 G 10
140 G+ 15

KOKO & KOLA
2 G+ 9
3 G 5
5 G 5

LANA (Timely)
1 G- 14

LAND OF THE LOST (EC)
1 Poor/Fr 10
3 VG 30
4 G+ 22
5 VG+ 36
6 G 15
8 G 15

LATEST COMICS (BEE-29)
2 G+ 14

LAUGH COMICS
20 (#1) F+ Mint Paper & Gloss 245
29 G+ 22
32 G 11
34 Fr 7
35 G+ 16
37 G 11
38 G- 9
39 G 11
41 VG+ 26
43 G 8

LEADING COMICS (DC)
15 F 1st Funny Animal Issue 75
18 G 10
19 G 10
20 G 10
21 G 10
24 G 10
27 G 10

LEAVE IT TO BINKY
10 G 9

LIFE STORY
1 G+ 16
4 G+ 7
8 G- 4

LI'L ABNER
69 VG 29
71 G+ 16
78 G 15

LI'L PAN
6 G (#1) 9

LITTLE IODINE
11 VG 8

LITTLE MISS MUFFETT
11 VG/F 17

LOONEY TUNES & MERRY MELODIES
11 G 44
16 G+ 46
19 VG 61
20 pgs out 10
21 G+ 40
23 G 27
24 G+ 40
25 G+ 40
26 G 20
27 G- 18
28 VG+ 50
29 G- 16
30 G+ 29
31 G 16
32 VG 32
37 VG+ 39
42 VG 27
43 VG/F 35
48 VG 27
53 VG/F 23
59 F+ 40
60 VG+ 24
61 VG 13
62 VG+ 16
64 VG+ 16
65 VG/F 16
Numerous Later Issues Available Call

LOVE LESSONS
4 VG 9
5 G+ 7

LOVE TALES (TIMELY)
42 VG- 9

MAGIC COMICS
51 G 11
78 G 7
84 G- 5
87 G 7
100 G+ 12

MARGE'S LITTLE LULU
1 VG- 110
3 G 27
6 G+ 28
13 G- 12
15 VG 31
25 Fr/G 9
26 VG 25

MARGIE (TIMELY)
35 VF/NM Awesome (#1) 110
36 VG 13

MARVEL FAMILY
1 VG Nice Copy 260

MARVEL MYSTERY
65 G (VG+ w/Ls. Centerfold) 110

MARVEL TALES
98 G 62

MASTER COMICS
29 G- Hitler 70
64 VG+ 34
67 F+ 60

MEET CORLISS ARCHER
2 G- (VG w/Sm. P.O.F.C.) 45

MICKEY FINN
1 G+ 39
2 VG 25
3 VG 19
9 G+ 10

MILITARY COMICS
12 G Solid Copy 98

MILLIE THE MODEL
3 Off The Scale Gem NM+ 220
4 VG 42

MISS AMERICA
V7 11 G 5
V7 15 G 5
V7 19 VG 10
V7 20 G+ 7
V7 22 G+ 7
V7 23 VG 10
V7 27 Fr 4
V7 32 Fr/G 4
V7 33 G 5
V7 38 Fr 4

MR. ANTHONY'S LOVE CLINIC
1 G- 10

MITZI'S ROMANCES
10 F Double Cover! 29

MODERN COMICS
52 G+ 59

MOPSY
12 G 7
13 G 7

MUTT & JEFF
10 VG+ 59
12 F 45
13 VG+ 36
14 F 45
15 F+ 70
16 G 16
17 F 45
19 G- 12
21 VG 21
23 VG 21
25 F 33
26 F+ 50

MY LOVE AFFAIR
1 G- Scarce 30

MY SECRET
1 G 12

MYSTIC (ATLAS) 3rd Series
2 VG- 70

NATIONAL
38 VG Hitler 61
48 G 19

THE NEBBS
1 VF- 33

NUTTY COMICS
5 F+ 19

OUR GANG COMICS
3 VG 56
6 G 41
11 G- 41
18 G+ 32
21 G- 11
23 VG 29
28 G+ 22
40 G 6

PATSY WALKER
7 VG 29
8 VF+ 110
20 VG 19
27 Fr 4

PEP COMICS
73 G 12
76 Fr 9
77 Fr 9
81 VG 18
82 G 9
85 Fr 7
86 G 9
90 G 9

PIRATES COMICS
1 Fr/G 18

PIXIES
2 G+ 7

PLASTIC MAN
54 Fr/G 17

POPULAR
115 G 9
124 G- 7
135 G- 7

PRESTO! MAGIC TRICKS
NN 1944? VG 25

PRIZE COMICS
20 G 55
41 VG/F 28
50 G 12

PUNCH & JUDY
V2 #9 F double cover! 19
V2 #11 G- 13

GEORGE PAL'S PUPPETOONS
7 G+ 19
10 VG 25
18 G+ 14

REAL FACT COMICS
3 G 34

REAL SCREEN COMICS
4 Fr 21
10 Fr/G 15
13 G 15

REDSKIN
4 VG- 13

ROMANTIC CONFESSIONS
1 VG 24

ROMANTIC MARRIAGE
4 G 16

RUSTY (TIMELY)
12 (#1) VF- 75

SCHWINN BIKE BOOK
1949 G+ 10

SCIENCE COMICS (2nd)
1 G+ 21

SCREAM COMICS
7 G 7

SEARCH FOR LOVE
1 G+ 15

SHADOW COMICS
V6 #2 VG 46
V8 #6 G- 32

SHIP AHOY
1944 F L.B. Cole 42

SILLY TUNES
6 G 8

SKY PILOT
11 G 12

SPACE DETECTIVE (AVON)
2 G- 49

SPARKLER
46 G+ 16
48 VG 23
63 G- 8
66 G 10
67 G 10
68 G- 8
70 G+ 15
72 G 7
74 VG 14
84 VG- 10
88 G+ 10

SPARKLING STARS
8 VF 36

SPARKY WATTS
1 G Hitler 40
4 F 40

SPORTS STARS
1 VG 66

STRANGE ADVENTURES
8 G+ 95

STRANGE WORLDS (AVON)
4 Fr/G 54
5 G- 44

SUNNY
13 G+ 52
14 G- 33

SUPER COMICS
5 G+ 110
57 G- 12
87 G- 8

SUPER DOOPER
7 VG 25
8 Fr/G 7

SUPER DUCK COMICS
6 VG/F 27
8 VG/F 27
10 F 31
10 G 11
11 VF- 48
26 Fr 5
28 G 7
31 G- 6

SUPERMAN
29 G- 79
30 F Bright White 450
32 G 85
38 VG+ 155
56 F/VF 230
76 VG 280

SUPER RABBIT (TIMELY)
1 G 55
5 F 57
7 VF- 65
9 VF 75

SUZIE
49 (#1) F+ Fresh White 110
54 VF+ 100
65 Fr/G 7
67 G 9
69 G 9
80 VG 18

SWEETHEARTS
79 G 6
80 G 6

TAFFY
8 G+ 13

TARGET
V4 #2 G 11
V4 #2 Fr 7
V4 #4 VG 19
V4 #5 VG 19
V7 #11 VG/F 18

TEENA
15 G 7
20 G 5

TEENAGE ROMANCES
5 G+ 22

TEEN (TIMELY)
23 G 8
35 G+ 12

TERRY & THE PIRATES
12 G 8
14 G 8
17 VG 15
18 G 8
20 G+ 11

TERRY TOONS
16 G 17
45 F+ 61
50 VG- 1st Heckle & Jeckle! 55
51 F+ 40

TESSIE THE TYPIST
4 F+ Wolverton 90
7 F+ Wolverton 90
8 VG- Wolverton 28
10 G 22
13 G+ 31

THRILLING COMICS
42 G 26

TICK TOCK TALES
5 G 6
7 G+ 8
9 G 6
15 G 6
16 G 6
17 G 6
18 VG 11
19 G 6
20 G 5
23 G- 4
24 G 5
26 G 5

TIM HOLT
23 G 22

TINY TOT COMICS (EC)
NN 1946 VG (#1) 56

TIP TOP
59 G- 22
64 G- 13
79 G+ 23
82 G 14
84 G 14
86 VG 26
108 F 22
122 G 8
129 G 8
136 VG 16
139 G 8
141 VG 12
182 VG+ 15
190 G 5
197 G 5
200 G 5
204 G 5
210 G+ 8

TOMB OF TERROR
3 G Extreme Cover 20

TOM MIX
4 G 30

TOOTS & CASPER
(Large Feature Comic) #5 very scarce G+ 22

TOP NOTCH LAUGH
29 G Solid 55

TOYLAND
2 Fr 9

TRUE COMICS
15 VG 15
36 VG 10
43 G- 4
49 G 5
51 F 14
55 G 5
56 G+ 7
57 VG/F 11
59 G 5
60 F- 13
61 VG 10
63 VG/F 11
65 G+ 7
66 F 13
71 G- 4
73 G- 4
74 VG 9
75 G+ 7
76 G 5
78 G 5

TRUE SPORTS PICTURE STORIES
V2 #5 VG+ 36
V2 #11 G 16
V3 #5 F+ 57

TRUE TALES OF ROMANCE
4 G 8

VICKY COMICS
NN G 7

VIC VERITY
6 VF 45

WACKY DUCK (TIMELY)
4 F+ 69
4 G 15

WALT DISNEY COMICS & STORIES
28 G 45
29 G+ 67
30 G 45
32 G 125
34 G+ 110
36 VG 130
38 G 45
39 G+ 67
41 G+ 54
42 G 36
43 VG+ 90
46 VG 72
48 F 108
49 VG 72
53 VG 50
54 VG 50
56 F 75
60 F 75
65 G 21
67 VG/F 52
68 VG/F 52
72 VG/F 40
73 VG 32
74 F Golf Cover! 55
75 VG 32
76 VG+ 40
77 VG 32
Numerous Later Issues Call

WANTED
30 VG 10

WAR HEROES
8 G+ 11

WARRIOR COMICS
1 G+ 25

THE WESTERNER
16 VG+ 18
26 VG+ 18

WHIZ
50 G 27
56 Poor/Fr 9
69 VG 42
70 VG 42
72 VG+ 48
Wheaties Giveaway G- 60

WILBUR
7 VG 31
8 F+ 69
9 VF- 95
9 G 16
10 G- 11
22 G 8
23 G- 6
24 G- 6
25 G- 6
29 G 8
29 G 8
33 G 6
35 G 6

WILLIE (TIMELY)
5 (#1) NM 140
6 VF- 40
9 G 9

WONDERLAND
3 G+ 10

WORLD'S FINEST (Owl 10+)
11 G/G- 100
14 F- 295
19 VG 195

WOTALIFE
12 VG 13

YOUNG LOVE
V1 #2 G+ 27
V1 5 VG 18
V1 6 G 10

ZIP COMICS
44 VG Owl 10+ 65

ZOO FUNNIES
2 VG+ 23
3 G+ 12

ZOOT COMICS
2 G 14

State of the Industry – 1998

From Page 12

Not everybody will be coming along. The market didn't turn all at once in 1993; if it's turning now, it won't happen all at once, either. Companies at all levels — retail, distribution, publishing — that didn't address their fundamental problems during the past five years may not notice any general recovery at all. Publishers remain whose costs are too high, whose offerings are too tired or limited, whose bread-and-butter titles rely on fads. Retailers remain who are tied up in too much worthless inventory, poor locations, or tortuous leases.

So having said everything above about what may be finally going right for the market overall, in the end there may need to be 4,500 *separate* recoveries — one for each and every comic-book store and publisher.

Not all of whom need them. "What everyone forgets," Matthew High said, "is that a number of publishers never felt the effects of any crash, never saw significant decreases other than those caused by friction within the market." Viz and other manga publishers are examples, he suggested, as well as some single-title alternative publishers. "Basically, the further you were from mainstream, the less affected you were — and the less affected you'd be by any rebound."

Retailers and small publishers remain too cash-poor to fully exploit any improving market. Undercapitalization remains one of the most daunting challenges to the comics industry. When no retail chain in the country has ever had a dozen stores; when retailers and publishers alike must take second jobs; when one illness or divorce can take down a whole company — one has to wonder how much money is in the till to aggressively pursue new business.

For retailers, stocking a variety of merchandise in depth; for publishers, appearing at a wide range of events; for both, advertising within and outside the trade — all are things that must be done to really take advantage of any increase in comics' popularity. And all cost money.

To those already in business, that'll be a challenge. To newcomers, ***CBG***'s advice, given in *last* year's mega-issue, remains: To best serve the industry (and itself) a new store *needs to have* money for at least six months' orders (not just the deposit for the first month's rent) in the bank before opening its doors. And, preferably, the promotional plan for the entire year should be in ink to permit devotion of all the retailer's energies to the opening. And to best serve the industry (and itself) a new publisher needs to have at least six months' printing bills (not just the hope that next issue's check will pay for last issue's printing) *in the bank* before soliciting anything. And, preferably, those issues should already be done to permit devotion of all the publisher's energies to the launch.

If not, there's no law against waiting until you've got what it *really* takes to get started.

The newsstand market is still a mess. With few exceptions — such the new Bench Press Comics, which introduced its *Warrior's Way* title on the newsstand this summer — few publishers are counting on the newsstands for much help, according to interviews conducted earlier this year.

Marvel currently sends around 50 titles monthly to the direct market and 30 of those titles to the newsstand, said Thomas Conboy, manager of its newsstand sales for the mass market. The newsstand accounts for nearly 25% of Marvel's unit sales, Conboy said, with the direct market making up the other three quarters. The newsstand share has dropped significantly, he said, as the market's emphasis has tilted from the "casual impulse reader versus the constant hobby reader."

Marvel Vice President – Direct Sales Matt Ragone said the titles which do best on the newsstand are the ones with the longest history: Consumers will understand Spider-Man more readily than they will Venom. (Comparing both Second Class circulation forms and BPA figures with Diamond's reported preorders bears that out: "Basic" Spider-Man and X-Men titles may see as much as third of their sales from the newsstand, whereas "insider" titles like *Alpha Flight* may be less than 20% newsstand-supported.)

DC places less emphasis on the newsstand, with about 10% of its sales coming from there, said DC Publisher Paul Levitz. Its direct-market sales account for more than 80%, he said.

Newsstand sales figures for 1998 are trickling in. Turn to page **61** for the long-delayed update of ***CBG*'s Circulation Scavenger Hunt!**

"You reach more people and you sell some additional issues" on newsstands, he said. But, "it's getting to be a tougher market to work in. Newsstands and comics haven't been a good fit for a long time now... You reach a widespread readership, but you have to deal with a channel of distribution not oriented toward your product."

On the other hand, where the mass market has presented DC with opportunities is in its burgeoning and successful backlist sales of trade paperbacks and hardcovers. "We've been very pleased with the performance of our backlist and collected editions in the last few years," he said. "A lot of those orders have been from comics shops, but there has been some growth in the traditional bookstores."

At **Image**, there's a commitment to keeping certain titles on the newsstand, out in front of the public eye, said Image Director of Sales Bob Matson.

"The direct market is thousands of times more profitable than the newsstand market," Matson said. "It would be surprising if very many titles by very many companies are profitable on the newsstand."

Newsstand distribution has downsized drastically just as the direct market has, Matson said. There were once about 75 news distributors. Now there are eight or 10 large ones. "The larger companies swallowed the smaller companies that couldn't afford the new technology. None of it is nefarious... Just people making what are, to them, business decisions."

Selling comics to newsstand markets, every day is a hurdle, Conboy added. "You have to make them understand comics are not 'checkout' titles. It attracts a different group. Each product should be viewed differently." (Indeed, the most successful comics being sold on the newsstand today are different from typical comics and do appeal to the "checkout counter customer": **Archie**'s digests, which regularly post more than 100,000 copies in sales despite tiny-direct market orders. Publishers must pay exorbitant prices for shelving at checkout counters, however, making the position less attractive.

Another barrier to entry into newsstand outlets for many comics titles is a lack of UPC bar codes, Matson said. "A lot of comics products don't have the bar codes that would let a chain carry them. Lack of bar codes is an impediment to selling to chains, where data capture is a way of life."

The comics industry has relied increasingly less on the newsstand. If the industry embraced newsstand markets again, could they be its salvation?

"On a philosophical level, it might be great if we could go back to the newsstand market that was such a success for comics," Levitz said, "but the fact is that those newsstands ceased to exist in the '40s and '50s. It stopped existing when Americans moved to the suburbs, when you couldn't walk to the corner store any more. The newsstands that we thrived on aren't there any more...

"The problem is not that we don't fit the market. Just recreating the comics of our youth won't recreate the America of our youth. For better or worse, this is our time."

Retailers want to be here: Do publishers? As noted earlier, a heartening percentage of comics retailers today say their destiny is in comics retailing. Many retailers are not so sure of all their publisher partners' convictions, however.

Every few months a comics publisher declares the bookstore market is the place either to emulate or to be. Funny thing, that the voices of the many publishers burned by entering the bookstore distribution system (which is in its own tumultuous transition and has slammed publishers from Caliber to Kitchen Sink with crushing, expensive returns) are ignored.

And some fans and retailers express concern that other publishers are too interested in chasing animation or toy deals to serve their comics customers. A retailer wrote *Comics Retailer* this summer that he'd be better off attending trade-show functions with a Disney badge, for all the attention some publishers paid him.

It's clear that action figures, in particular, have helped some smaller publishers keep the presses running. Keeping the quality of the comics — and their customer service — is one ball these jugglers may not be able to afford to drop, however.

The moment of truth?

So when will we know for sure if the comics market is road to recovery?

Well — remembering it wouldn't be happening everywhere at once — there's one hurdle that looms very high...

The "dead quarter." The few signs of stabilization appearing in late 1996 faded away immediately in the first two months of 1997. Likewise, the first two months of 1998 took the wind out of a promising fourth quarter of 1997. January and February have traditionally been horrible months for publishers and retailers alike, with little on the schedule, the major exceptions being 1995's "Age of Apocalypse" and 1996's "DC vs. Marvel/Amalgam" events. What's to keep the promising trends of 1998 from blowing away in the chill winds of Winter 1999?

We have a few clues. January regularly sees business turnover, as publishers and retail stores opt to close rather than owe taxes for another operating year, and that's contributed to comics market woes in the past. (Regard the store closures of 1994, as well as Innovation's Dec. 31, 1993, shutdown.) Yet store population losses in January 1998 were modest. Reportedly, the number of Diamond comics accounts today is less than 5% off its December 1997 total. If retailers can weather the winter, the industry might not have to start all over again at a lower lever in 1999.

Another major portent: DC's absorption of WildStorm, if consummated on schedule, should benefit DC's bottom line significantly in the first quarter — and, should WildStorm sales get a bump as the result of any necessary relaunches, it's a net gain to the market overall.

Open questions are what impact a Marvel flush with new cash might have, as well as what Image may do to attempt to recover share from the loss of Wildstorm.

And not to be forgotten are media events with more visible comics ties: Disney's *Tarzan* and, finally, *Star Wars Episode I*, which will be backed by more than $1 billion in cross-media mass-market promotions. "Forget any worries about the film tanking," said one observer with insider ties to Lucasfilm. "It's simply not mathematically possible."

Finally, two thoughts are common from all our conversations on this topic:

- If a recovery does materialize, *manageable* growth is what the industry really needs. Wild rides like those of 1985-1986 and 1990-1993 are neither sustainable nor desirable, and, in the end, do not serve the best interests of those who depend on comics for enjoyment or for a living.
- That probably won't stop anybody, unfortunately. In the face of profits, perspective isn't always easy to come by.

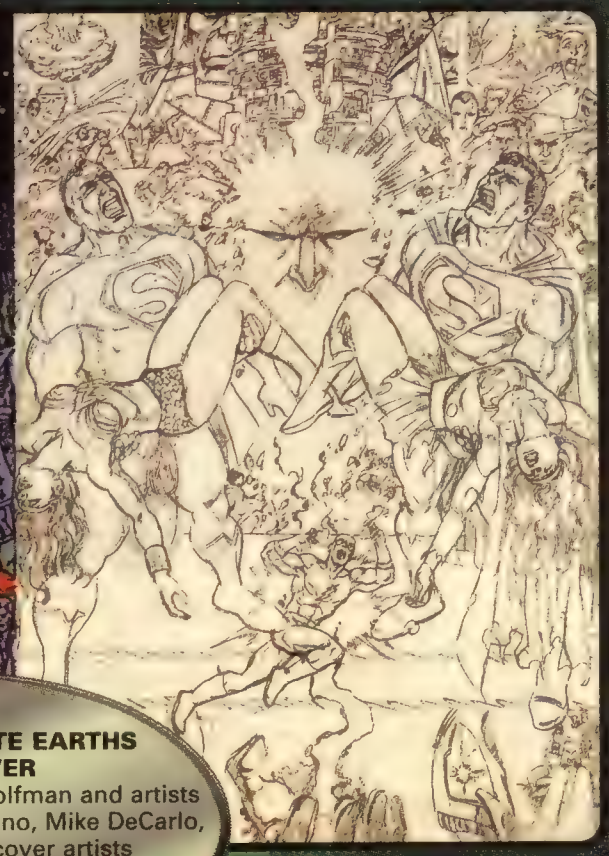
After five years of depressing number-crunching, ***John Jackson Miller****, managing editor of* ***CBG*** *and editor of* ***Comics Retailer,*** *is thrilled to have anything new to report. Retailers and publishers can receive* ***Comics Retailer*** *free monthly by sending a request on company letterhead to Comics Retailer, Circulation Department, 700 E. State St., Iola, WI 54990.*

DYNAMIC FORCES

The Only Name in Alternates And Signed Books

SEE SEPTEMBER PREVIEWS FOR NOVEMBER SHIPPING PRODUCT

SUPERMAN: PEACE ON EARTH
Signed by painter/artist extraordinaire Alex Ross and writer Paul Dini.
C91664



CRISIS ON INFINITE EARTHS HARDCOVER
Signed by writer Marv Wolfman and artists George Pérez, Dick Giordano, Mike DeCarlo, Jerry Ordway, and cover artists Alex Ross with (as already mentioned) the man himself. . .George Pérez.
C91665

THE VERTIGO TAROT CARDS
Signed by Rachel Pollack
C91733

Check out our Website: www.dynamicforces.com

PLEASE ORDER FROM YOUR LOCAL RETAILER OR CALL 609-665-3368 FOR MORE INFORMATION.

SEE OCTOBER PREVIEWS FOR DECEMBER SHIPPING PRODUCT

DF DYNAMIC FORCES

DYNAMIC FORCES logo TM & © DYNAMIC FORCES, Inc. All prominent names and characters TM & © their respective companies and publishers. All rights reserved. Not responsible for manufacturer delays in delivery, typographical errors, or product changes after publication. All prices subject to change.

the shadow of CRISIS

from the beginning of time to the end of the multiverse

and beyond

By Brent Frankenhoff
Projects Editor

'Crisis on Infinite Earths': The Overview

"I made a fatal error. I called the then current characters' world Earth-1 and the Golden Age world Earth-2, rather than the reverse."
— Julius Schwartz

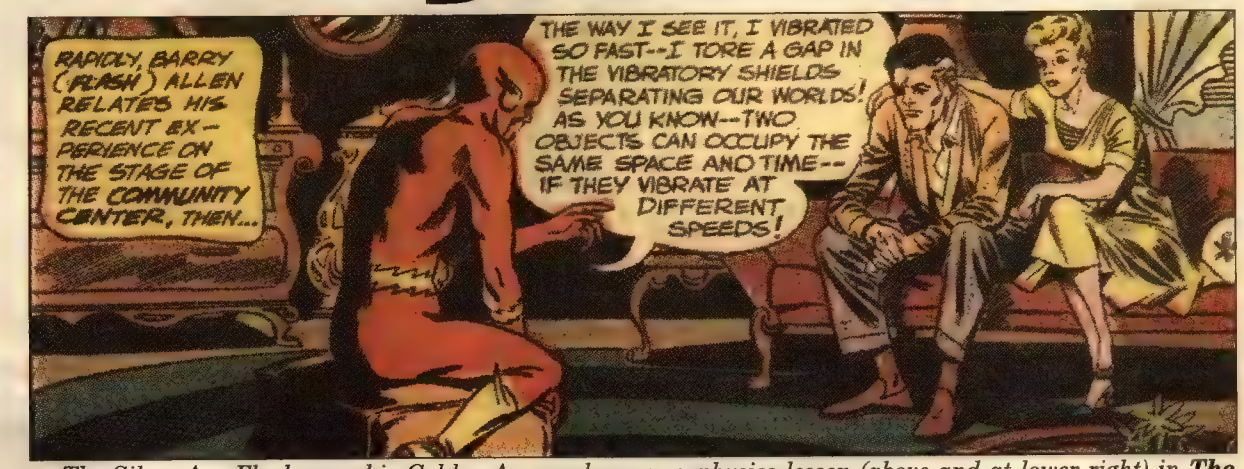
"*Crisis on Infinite Earths*? What's that?" Those are questions asked by new comics readers and even by those who may not have been reading comics in the mid-'80s, when the events of *Crisis* were unfolding.

There's a short answer

In brief: *Crisis on Infinite Earths* was an attempt to simplify the DC universe for new readers, eliminating the multiple Earths that DC had become known for. It was also designed to solve the problem of complex characters. These were the folks — villain and hero alike — whose histories had become so convoluted as to challenge even die-hard trivia buffs. It was almost impossible to keep track of which Earth was native territory for which characters, not to mention whether new incarnations were offspring of older characters or just new versions on a new Earth. (See Craig Shutt and Marc Patten on Wildcat.)

Or, to put it another way —

Crisis was a 12-issue maxi-series published by DC during 1985. Writer Marv Wolfman said the original concept for *Universe: Crisis on Infinite Earths* (the original name of the maxi-series) was to have 10 issues in which DC heroes would fight the villainous Anti-Monitor. Then, with the DC universe reformed at the dawn of time in issue #10, the final two issues would examine the "new history" of DC's single Earth. As the series continued, however, Wolfman discovered it was going to take all dozen of the issues to tell the story. So it was that the "history" was spun off as *The History of the DC Universe*, a two-issue prestige-format series in 1986.



The Silver Age Flash gave his Golden Age predecessor a physics lesson (above and at lower right) in ***The Flash*** *#123 (Sep 61).*

But where did it all begin?

How did the multiple Earths come about? The answer lies at the very beginning of the Silver Age in *Showcase* #4 (Sep 56).

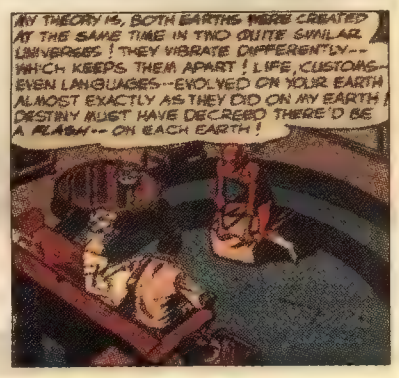
When Editor Julius Schwartz proposed reviving the super-heroes that had been off the stands for more than five years, he wanted a more science-fictional approach to them. The first hero chosen for revamping was The Flash, and writer Robert Kanigher began Barry Allen's origin with the revelation that the police scientist had been an avid comics reader himself who enjoyed the adventures of a super-speedster Jay Garrick, the first Flash. Allen took his inspiration from his comic-book hero when he was later covered in chemicals that had been struck by a lightning bolt that imparted to him the same super-powers.

Schwartz has said over the years that no one at DC at the time thought the audience would even remember that there had *been* an earlier series of adventures of another super-speedster, but he was proven wrong by fan mail asking for the return of the Golden Age characters, a feat accomplished five years after the introduction of Barry Allen. It came in the September 1961 issue of *The Flash* — #123 — in "The Flash of Two Worlds."

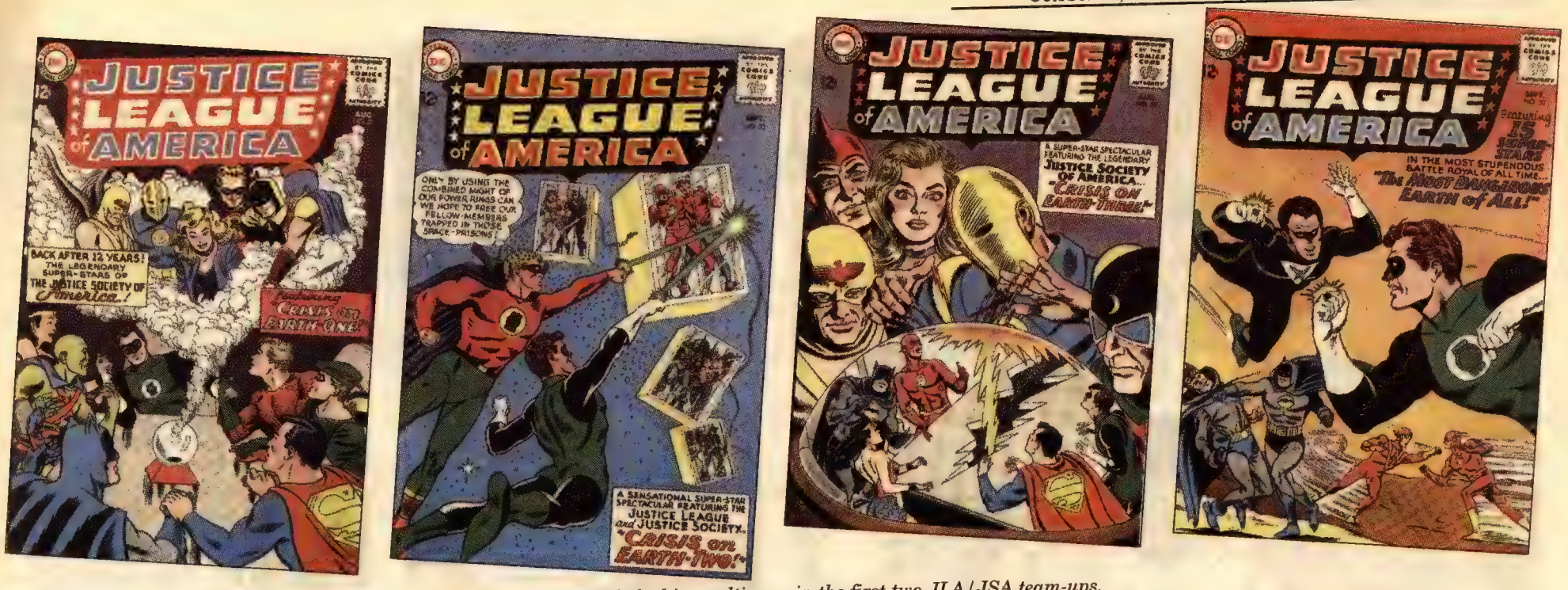
In that adventure, Barry Allen (as The Flash) was entertaining a group of school children at a theater and, during a super-speed trick, he disappeared. He had hit a vibrational frequency that put him on Earth-2, the home of Golden Age heroes.

Finding himself in a deserted theater, Barry quickly (how else?) discovered that he was in Keystone City where, he recalled, Jay Garrick had operated as The Flash in the 1940s. Writer Gardner Fox, who had also written a number of the Golden Age Flash's adventures, teamed the two Scarlet Speedsters to fight a trio of Garrick's old foes.

In his foreword to *The Greatest Team-up Stories Ever Told*, Schwartz wrote that the idea for multiple Earths came to him in this manner: "If there is an alter-



All text in this piece is ™ and © 1998 DC Comics. All rights reserved.



DC firmly established its multiverse in the first two JLA/JSA team-ups.

nate reality for Barry Allen in which there is a fantasy Flash, and for us the both of them are fantasy characters, then wouldn't it follow that we are fantasy characters from his point of view, and he just doesn't read about us all the time because we don't do anything particularly interesting? I mean, do Frank and Dick Merriwell or Huckleberry Finn live in the DC universe? No, they probably live in the Street and Smith universe or the Mark Twain universe. So how many universes are there? As many as we've got ideas for. So far, I realized, we've got at least two universes going, and it was time for a crossover.

"I made a fatal error. I called the then current characters' world Earth-1 and the Golden Age world Earth-2, rather than the reverse."

The concept of alternate worlds was well established in popular fiction, and almost two pages of John Clute and Peter Nicholls *The Encyclopedia of Science Fiction* are devoted to the topic, and the classic essay "If Napoleon Had Won the Battle of Waterloo" by G.M. Trevelyan was published in 1907. Moreover, the year before "Flash of Two Worlds," *Look* magazine had run MacKinlay Kantor's "If the South Had Won the Civil War," so even the most mainstream audience had been exposed to hypothetical worlds.

Then, more than a year passed

It would be nearly a year-and-a-half after "Flash of Two Worlds" before the next major event in the multiple Earths concept would come — in "Vengeance of the Immortal Villain" (*The Flash* #137, Jun 63). Bright lights began appearing in the sky over cities on Earth-1. Allen discovered these were in the same location as key cities on Earth-2, where such other Golden Age heroes as Dr. Mid-Nite, The Atom, Green Lantern, and Wonder Woman had operated. Allen also showed more of his comics collection by unearthing a copy of *All-Star Comics* #37.

After journeying to Earth-2, Allen and Garrick again joined forces to rescue the other members of The Justice Society, imprisoned by immortal villain Vandal Savage. Following the adventure, Wonder Woman suggested to the other JSA members that they come out of retirement and meet from time to time.

This led to the first of more than two dozen meetings between Earth-2's Justice Society of America and Earth-1's Justice League of America, beginning with the appropriately named "Crisis on Earth-One" (*Justice League of America* #21, Aug 63) and "Crisis on Earth-Two" (*Justice League of America* #22, Sep 63).

The multiverse was on

The following year, the two supergroups encountered Earth-3, an Earth where the heroes were villains. That world was shown in "Crisis on Earth-Three" (*Justice League of America* #29, Aug 64) and "The Most Dangerous Earth of All" (*Justice League of America* #30, Sep 64). Considerably later, it was shown that Lex Luthor was a hero there (*DC Comics Presents Annual* #1).

These annual crossovers were later used to introduce other Golden Age characters to the DC multiverse. One involved the Quality Comics characters (including Uncle Sam, The Ray, Black Condor, Phantom Lady, The Human Bomb, and Doll Man) on Earth-X. Another used the Fawcett characters (Captain Marvel and the rest of the Marvel Family, as well as Ibis the Invincible, Bulletman, and others) on Earth-S (for Shazam). Another Golden Age group, The Seven Soldiers of Victory (who had been back-up characters in a number of DC's Golden Age titles) was reintroduced.

Eventually, a handful of other Earths were added to the DC multiverse. These included Earth-Prime for the readers and the creators of DC comics. (Schwartz even made a couple of appearances, and Earth-Prime was the focal point of a JLA/JSA crossover that also included The All-Star Squadron, The Crime Syndicate (the villainous group of Earth-3), and Per Degaton). And funny animal fans shouldn't forget Earth-C (the home of DC's funny animal characters including Captain Carrot and his Amazing Zoo Crew, The Three Mouseketeers, Peter Porkchops, and, presumably, The Fox and The Crow).

Questions abounded

With all these Earths, it became increasingly harder for new readers to understand which Earth some heroes resided on — and even harder for the creative teams to do so. Usually, a team-up between characters from two different Earths would include an explanatory panel about how each lived on a separate Earth that occupied the same space and time, but vibrated at a slightly different frequency from its sister Earth, enabling the tale to take place.

From time to time, most notably in *Brave and the Bold*, characters would cross over with no acknowledgment of their home Earth. Suddenly, even longtime fans didn't know whether a character was from a particular Earth or a duplicate of an earlier character, such as the Supermen of Earth-1 and 2, the Batmen of the two Earths, the Wonder Women, the Green Arrows, *etc.*

The confusion had become so widespread that writer Marv Wolfman proposed a series that would straighten out DC's continuity once and for all. Initially called *The History of the DC Universe*, the series was proposed to then-Executive Editor Dick Giordano by Wolfman and Len Wein in 1980.

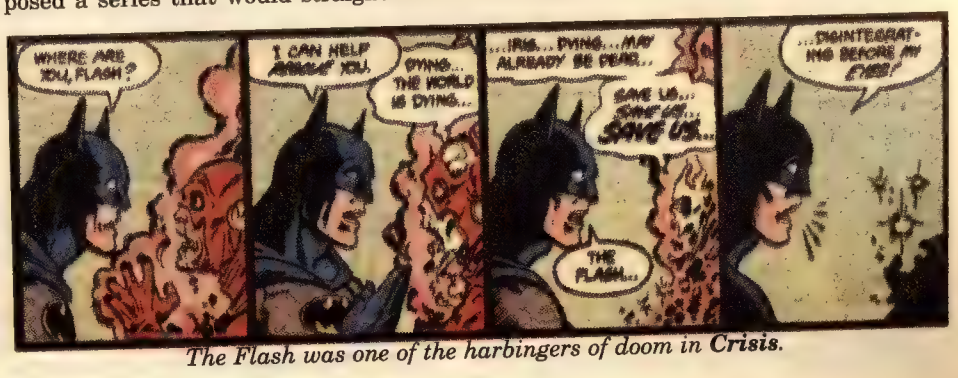
After getting the go-ahead, researcher Peter Sanderson was hired to read all the comics that DC had published throughout its history and take copious notes, a task which took him more than two years. At that point, Wolfman was asked how the project was coming and he pointed out that DC's 50th anniversary was rapidly approaching and that the project would be a great way to celebrate.

They made a little list

As the project progressed, Wolfman, Wein, and Bob Greenberger compiled a list of which characters should live, which should die, and which should be altered by the events of the *Crisis*. The list was submitted to Giordano and President and Publisher Jenette Kahn, who told the trio to be more daring in their choices.

At about this same time, Sanderson's work inspired the creation of a companion series to what would become *Crisis*: *Who's Who in the DC Universe*, a 26-issue series that provided detailed information on all of DC's major characters.

Additional groundwork was laid with cameo appearances of the mysterious Monitor in nearly every DC title at some point during 1984. Originally introduced in *New Teen Titans* #21 (Jul 82), The



The Flash was one of the harbingers of doom in Crisis.

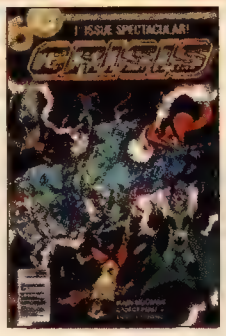
Monitor gathered information on every super-hero and super-villain on each Earth during every time period.

Living on an artificial satellite, he was seldom seen, but his blonde assistant Lyla was glimpsed on several occasions, and The Monitor was portrayed as a provider of advanced technology for various super-villains. His final appearance before *Crisis* #1 was in *DC Comics Presents* #78 (Feb 85), one of only two instances in which he was fully revealed (the other was in *G.I. Combat* #275 (Mar 85).

It begins

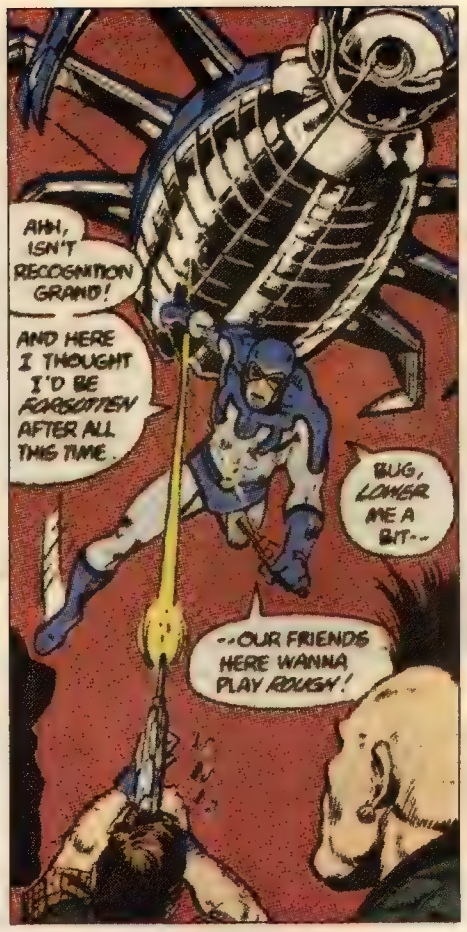
*[**Spoiler Warning:** Most of the remainder of this article discusses **Crisis on Infinite Earths** and its aftermath in detail. Turn to Page 77 if you haven't read the series yet or are waiting for the limited-edition hardcover collection shipping from DC in December.]*

'Crisis' #1. Beginning with *Crisis on Infinite Earths* #1 (Apr 85), The Monitor took a more active role in attempting to halt the advances of his opposite number, The Anti-Monitor. (He was referred to in early issues as "my opposite number," "the enemy," and other enigmatic names, but is referred to throughout this article by the name he came to be known by.) The Anti-Monitor's depredations had already begun with the destruction of numerous alternate Earths which readers hadn't seen prior to the events of *Crisis* #1.



The first issue began with a bang, a Big Bang, to be exact, as the multiverse was born at the dawn of time. The scene swiftly changed to an unnumbered or lettered Earth which met its destruction in just two pages. Pariah, a character who was doomed to watch the destruction of Earth after Earth, was introduced, and the scene swiftly shifted to Earth-3, where **The Crime Syndicate** met its end defending their planet. The only survivor of the disaster was Alexander Luthor, the son of **Alex Luthor** and **Lois Lane** of that Earth, who was sent through the vibrational barrier in a prototype device. The baby was recovered by The Monitor.

The rest of issue was taken up with the missions of Lyla's super-powered alter-ego, Harbinger, to gather heroes from several different Earths and times to serve The Monitor. To do this in a timely manner, Harbinger was able to split herself into multiple duplicates. During this process, one of her multiple selves was taken over by one of The Anti-Monitor's shadow demons, an act that would lead to her betrayal of her mentor later in the series.



Among the heroes and villains gathered by Harbinger was The Blue Beetle (above), a character published by Charlton Comics who had never appeared in the DC universe before. This paved the way for the introduction of other Charlton characters to the DC universe (their Earth, for the short time it existed, was Earth-4).

Back to the future

'Crisis' #2. *Crisis* #2 (May 85) began with visits to the time of the cave-boy Anthro, the 30th century and the Legion of Super-Heroes, and the present day, where Batman encountered a ghostly image of The Flash which disintegrated before his eyes. The scene shifted to The Monitor's satellite, where he explained the Crisis — which, according to him, had consumed more than 1,000 universes at that point — to the assembled heroes and then sent them on their missions to defend a group of large machines in various eras on, presumably, various Earths. This issue, those missions included a visit to the time of Kamandi (but it was not revealed which Earth nor which century) and to Arion's Atlantis.

The Monitor asked Lyla to bring him the Luthor baby, who she discovered had aged several years between the time of his arrival on the satellite and when she went to get him, an actual time of only a day or so. The Psycho Pirate was taken from Atlantis by The Anti-Monitor, who quickly turned the villain into his willing sycophant, which led The Monitor to call for the creation of the new Dr. Light. The issue ended with Harbinger reporting to The Anti-Monitor on The Monitor's plans.

Death in the old West and the 30th century

'Crisis' #3. The anti-matter cloud that had already destroyed 1,000 universes began to menace Earth-1. In the present day, the heroes fought as best they could, and The Flash paid another visit to this era with a sinister warning. Two more missions of the initial group of heroes gathered by The Monitor were revealed, beginning with a visit to World War II and the tiny European country of Markovia on another unspecified Earth, where Sgt. Rock's Easy Company, The Haunted Tank, and **The Losers** put in appearances. The latter group, along with new Easy Company character **Flower**, were killed by The Anti-Monitor's shadow demons. During the battle, The Blue Beetle was injured and The Monitor returned him to Earth-4. Solovar, king of Earth-1's Gorilla City, was gravely injured in Kamandi's time and returned to his hidden jungle city.

The fourth machine was located in 1879 on Earth-1, based on clues dropped by Jonah Hex in reference to Green Lantern John Stewart. ("Don't you remember the green costume on thet hombre? It's the same one we saw on another guy who called himself a lantern or somethin'.") The anti-matter cloud took the life of

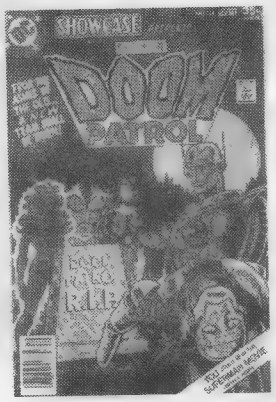
(Continues on Page 36)

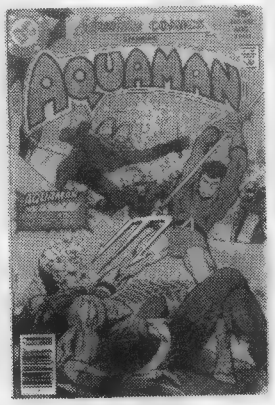
WANTED: ORIGINAL ART

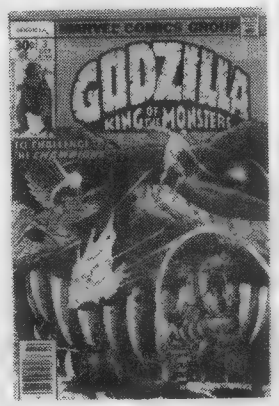
If you have any of these COVERS (even if they are not for sale) please contact me. I can leave you with an offer (and I can stop looking for it) Cash Paid or will trade for other art or comics (Gold, Silver, Modern) PLEASE SAVE THIS LIST....it is good forever! Collector correspondence/other peoples want lists welcome!!!!

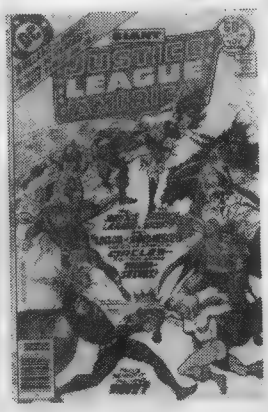
Art listed is for **Cover Art** unless otherwise noted in this list

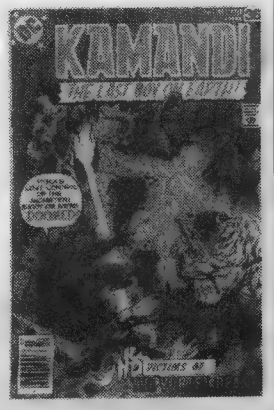
Jonathan Mankuta • 75 McArthur Lane • Smithtown, NY 11787
516-864-2281 (Please leave a message if no answer)
E-Mail - Jonmankuta@aol.com











Ross Andru
DC presents - 12
Superman - 349

Jim Aparo
Adventure - 452 (Aquaman)
Aquaman #62, 63
Brave & Bold 130, 136
Manbat - 2
Showcase #94, 95, 96 (Doom Patrol)

Rich Buckler
Action #478, 483
All Star Comics #69
Astonishing Tales #26, 27
DC Super Stars #10 (Strange Sports)
Freedom Fighters #9, 10, 14
Iron Man Annual #3
Justice League #148, 158
Kamandi - 47, 50, 52, 56, 60
Secret Society Super Villains #6-9, 11-15
Secret Society Sup. Vill. Spectacular
(DC Special Series #6)
Superman #327
Super Team Family #8 (Challengers)
New Gods #14, 15
Teen Titans (old) #50-53

John Buscema
Thor #262

Sal Buscema
Hulk #207 (Interior Pages)
Human Fly #4

John Byrne
**Avengers #181 (Interiors) #186-190 (Covers)
(*no one will pay more for Byrne Avengers covers)
Capt. America #248
Champions #11 (Pgs. 1-3)
Champions #12 (Pgs. 2-3)
Iron Man #109
Secret Origins Annual #1 (Doom Patrol)
Spectacular Spider-Man #17
*Super Villain Team #Up #14 (Doc Doom/Magneto)
(I will pay stupid $ for this cover!!)
*X-Men #108-142 (Covers, + Interiors)
(Please call)

(Also any "odd-ball" covers Byrne did from 1975-1986)
(Also any Byrne Two in One, Team-Up, F.F., or Capt. America)

Ernie Chan (Chua)
DC Super Stars #8 (of Space) 9 (Man Behind the Gun)
Flash #243
Kamandi #45, 48, 49
Secret Society Super Villains #1-5
Teen Titans (Old) #44
Champions #17
Invaders #29

Dave Cockrum
Avengers #169, 175
Hulk #207
Human Fly #3
Iron Man #110
Star Wars #17
Super Villain Team-Up #12 (Doom/Red Skull)
X-Men - G.S. - 1, 94-142
(Most covers & interiors, but especially cover to #109)

Gene Colan
Tomb of Dracula #62-64
What If #17 (Old) (Ghost Rider, Capt. Marvel, Spider-Woman)

Dick Dillin
DC presents #13, 14
DC Superstars #10 (Strange Sports)
(Interior Pages)
Justice League #143, 144, 147, 148
(Covers + int. pgs), 168, 171

Steve Ditko
Shade the Changing Man #3

Kieth Griffen
Defenders #44 (Interior Pages)

Dick Giordano
Batman #300
Superboy + Legion #253, 254

Mike Golden
Micronauts #2-11 (epseically cover to 7)

Mike Grell
Green Lantern #92, 100
Superboy + Legion #228, 230

Hoh Hall
Human Fly #17
Super Villain Team #Up #14 (Interior Pages)

Rick Hoberg
Star Wars #2

Carmine Infantino
Star Wars #14, 15, 19, 22

Gil Kane
Avengers #130, 141
Capt. America #216
Champions #11, 16
Jungle Action (Black Panther) #14
Star Wars #8

Mike Kaluta
Batman Family #17

Jack Kirby
Capt. America #202 (cover + page - 14)
Defenders #44
Fantastic Four - 190
Invaders #14, 15
Weird Wonder Tales #18

Alan Kupperberg
Invaders #37, 38

Bob Larkin
Dazzler #1

Bob Layton
Iron Man #121, 127, 135, 139
Marvel Premier #47 (Antman)

Garcia Lopez
Action #481, 482, 484
DC Special Series #5 (Superman Spect.) 11 (Flash Spect)
Untold Legend of Batman #2

Pablo Marcos
Marvel Two in One #39

Bob McLeod
Marvel Team #Up #86

Al Milgrom
All Star comics #70
Amazing Spider-Man #194
Capt. Marvel #47
Defenders #74
Firestorm (Old) #2, 3

Al Milgrom
Flash - 268
Kamandi #53-55
Secret Society Super Villains #10
Shogun Warriors #3
(other Shogun covers wanted, please call)
Skull the Slayer #1

Mike Nasser
Kobra #6, 7
Spectacular Spiderman #37

Don Newton
New Gods #12 (Splash Page)
Avengers # Annual #9

George Perez
****Avengers #160-165, 166-168, 170-174, 181, 183-185, 191, 192, 194-201 (Especially #161, 167, 171, 181)
Avengers Ann. #8 (int. pages #167) (cover to Kovac TPBK)
(*no one will pay more for Perez Avengers covers than me!)
Justice League #195, 197, 207, 209, 219, 220
(other JLA covers considered)
(centerfold from JLA #195)
Marvel Two in One - 42, 50, 51, 57, 58, 61-63
New Teen Titans #1-50
Annual #3
Teen Titans (Baxter Series) 1-5
War of the Gods #1
(*also looking for "odd-ball" titles Perez did from 1975-1987 such as Marvel Premier w/Man Wolf, F.F., X-Men, etc)

Keith Pollard
Iron Man #108, 111, 112
Marvel Two In One #55

Frank Robbins
Human Fly #10

John Romita Jr.
Avengers #176
Defenders #62
Iron Man #114-117

Alex Ross
*Marvels #0-4 (any splashes or nice panel pages, please call)
Kingdom Come
(various pages considered)

K. Schaffenberger
Action #474

Marshall Rogers
Mr. Miracle - DC
House advertisement page - 1977
(also #19-25)

Alex Schomburg
Invaders annual #1
(also Human Torch pages)

Jim Starlin
Captain Marvel #25

Joe Staton
All Star Comics #71-73
"DC Explosion" - DC
House advertisement page - 1978
New Gods #19
Showcase #97, 99 (Power Girl)
#94 Splash Page-1 (Doom Patrol)
Superboy + Legion #249

Herb Trimple
Godzilla #3

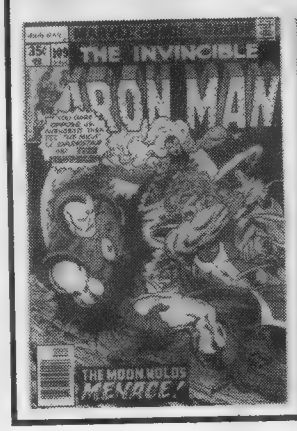
Dave Wenzel
Avengers #177 (Interiors)

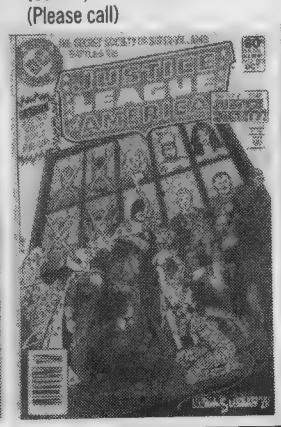
Alan Weiss
Human Fly #7
Shazam # (1977) #34

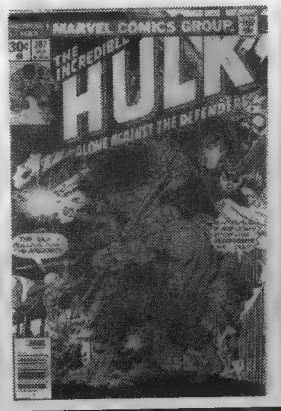
Wally Wood
All Star Comics #64

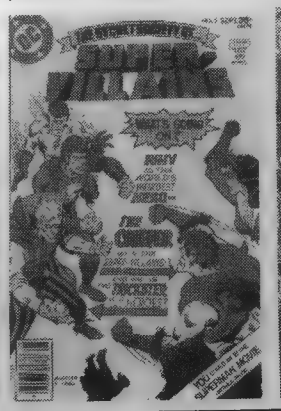
Ron Wilson
Marvel Two In One #16

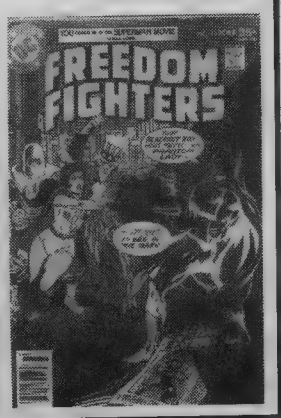
Unknown Artists
Invaders #41
Marvel's Greatest Comics #64
Marvel Spotlight #12 (Son of Satan)
Super Villain Team-up #15 (Doom vs. Red Skull)











CRISIS
(From Page 34)

Western hero **Nighthawk**.

The issue concluded with a visit to the 30th century, where **Kid Psycho** was consumed by the cloud, and The Monitor watched the cloud continue to grow, as he began to put his plan in motion to save the remaining Earths.

The end of Earths 1 and 2

'Crisis' #4. Discussions began with Batgirl and Supergirl on heroism, then Steve Dayton and John Constantine in a similar conference. One more Earth, Earth-6, was quickly introduced and destroyed, but not before Pariah could rescue one member of its super-powered royal family, Lady Quark. It was also established at this point that only four more Earths (and their universes) remained.

The Monitor continued his work with

the creation of the new Dr. Light by bombarding Japanese astronomer Kimiyo Hoshi with a solar flare from the star Vega. As a rapidly aging Alexander Luthor watched her on a monitor, Harbinger steeled herself for the task of killing The Monitor. The scene shifted to The Anti-Monitor's lair, where he and The Psycho Pirate abducted The Red Tornado from Earth-1.

Another of The Monitor's machines was located on Earth-2 in the time of Arthur and his Knights of the Round Table, where Firestorm and Killer Frost journeyed and were joined by The Shining Knight and observed by Vandal Savage. After battling a group of shadow demons, the group (as well as all the

groups in all the other time periods and Earths) observed demons forming one gigantic shadow demon. At the same time, one more of The Monitor's machines materialized on present-day Earth-1, where the new Dr. Light defended it.

The scene shifted again to The Monitor's satellite, where Pariah found himself facing the enigmatic being. **The Monitor** revealed most of his plans to Pariah before Harbinger fired an energy blast at near-point-blank range, shattering The Monitor's chest, resulting in his death. As Pariah watched and the issue ended, Earth-1 and Earth-2 appeared to be destroyed.

Almost an amalgamation

'Crisis' #5. The cover (left) gave some clue to the *actual* fate of Earth-1 and Earth-2, showing a pair of semi-merged Earths with head shots of some of the heroes and villains of the respective Earths, as well. As the issue opened, The Anti-Monitor questioned why his strength hadn't increased with the destruction of the two Earths as it had with each previous destruction. It was also established that he had captured The Flash, "the only being capable of traversing dimensions unaided." Pariah and Lyla learned of The Monitor's final plans, which Lyla had set in motion by killing her mentor and setting his energies free.

Those energies were used to form a netherverse ,where Earth-1 and Earth-2 and all their respective planets resided temporarily. In his haste to save the planets, The Monitor had made all time one on each planet, so that cavemen interacted with Legionnaires, but the last of The Monitor's energies had been used to calm each planet's populace. As The Monitor's taped comments came to an end, a fully grown Alexander Luthor, clad in golden armor, came into view and explained what his part in the rest of the adventure would be.

In one of the largest crowd scenes ever, nearly every hero and villain from every era of each Earth was gathered onto The Monitor's satellite, where Alexander Luthor, Harbinger, and Pariah asked for their help in battling The Anti-Monitor. While the super-heroes and villains went back to the two Earths to make up their minds, the scene shifted to Oa, home of the Guardians of the Universe, where a contingent of their Green Lantern Corps arrived in a spaceship to discover why their rings weren't working.

(Continues on Page 40)

Referring to 'Crisis': Artist George Pérez

Pérez

Prolific artist George Pérez was able to indulge himself in the 12 issues of *Crisis on Infinite Earths*, where he could add all sorts of characters to the background of many of the panels. When asked what he used for references, he pointed out that he had drawn most of the major characters at one point or another by 1985, and joked that DC staffers "could tell what issue of *Who's Who in the DC Universe* had come out by the time I was working on a given issue by what minor characters were lurking in the background."

Pérez added that he provided the visualization of the new characters introduced in *Crisis* — the new Dr. Light, Lady Quark, Pariah, Harbinger, The Monitor, and The Anti-Monitor — based on Marv Wolfman and Len Wein's descriptions.

"Drawing all those characters was a dream come true. *Crisis* #11 was my most hands-on issue plot-wise, as I got to draw the character reactions to the new Earth," Pérez said. "The deaths of Supergirl and The Flash were the highlight of my work, as we were taking chances with some pretty major characters."

COMIC BOOK ADDICTION

19 Harrison Court, Whitby, Ontario Canada L1N 6E2
STEVE QUINNELL NICK CATROS
Tel: (905) 666-0011 Fax: (905) 839-0330 E-mail: cba1@home.com

A WORD ABOUT GRADING:

While this is our first advertisement in the Comics Buyer's Guide, COMIC BOOK ADDICTION has been buying and selling comic books within Canada and the United States for almost 10 years. We have observed in that time that our grading system is as strict (and in many cases more strict) than anyone else's in the industry. Our sincere belief has always been that the grade Near Mint should be reserved for only the most exceptional of copies, and frankly, we feel it is an over-used grade within the hobby. Consequently, we have found that our VF+ and VF/NM graded comic books to be considered by many to be exceptionally high grade. All of our grades are 100% satisfaction guaranteed, no questions asked. We are confident that any prospective customer who is not familiar with us will find our grading more than satisfactory.

MARVEL COMICS

AMAZING FANTASY
#15 1st Spider-Man F- $2,800.00
#15 G/G+ $1,450.00

AMAZING SPIDER-MAN
#1 VG/VG+ 1,650.00
#1 G/G+ 975.00
#3 1st Doc Octopus VG+ 380.00
#4 1st Sandman G 140.00
#6 1st Lizard VG 160.00
#10 VG 135.00
#28 1st Molten Man F+ 150.00
#33 VF/NM 175.00
#34 2nd Kraven VF+ 140.00
#37 VF 100.00
#41 1st Rhino VF 75.00
#45 VF+ 70.00
#50 1st Kingpin VF 245.00
#57 VF+ 50.00
#59 VF+ 45.00
#65 VF+ 35.00
#71 VF+ 35.00
#77 NM- 42.00
#78 VF/NM 36.00
#80 VF+ 30.00
#81 VF/NM 36.00
#83 VF/NM 36.00
#84 NM- 42.00
#87 NM- 42.00
#88 VF/NM 36.00
#91 VF/NM 36.00
#93 VF+ 27.00
#95 VF/NM 36.00
#99 VF+ 30.00
#100 VF+ 135.00
#101 1st Morbius VF/NM 140.00
#109 VF/NM 24.00
#122 Death Of Green Goblin VF+ 100.00
#126 NM- 22.00
#127 NM- 22.00
#128 NM 24.00
#129 1st Punisher VF/NM 120.00
#135 2nd Full Punisher VF/NM 45.00
#136 VF/NM 35.00
#138 NM 14.00
#147 NM- 17.00

AVENGERS
#2 Hulk Leaves VG- 90.00
#4 1st S.A. Cap. America VG- 200.00
#61 VF+ 16.00
#72 VF/NM 12.00
#85 NM- 14.00
#87 Origin Black Panther VF+ 18.00
#88 VF/NM 12.00
#98 VF/NM 18.00
Ann. #3 NM- 25.00

CAPTAIN AMERICA
#100 VF- 105.00
#101 VF+ 34.00
#105 NM- 25.00
#108 NM 30.00

CONAN
#1 VF 105.00
#2 VF 34.00
#7 VF/NM 32.00
#9 NM- 35.00
#10 VF+ 33.00
#12 VF/NM 20.00

FANTASTIC FOUR
#1 G 780.00
#1 Fair 550.00
#7 F 200.00
#8 1st Puppet-Master VF+ 525.00
#12 1st Hulk X-Over G+ 125.00
#31 Avengers X-Over VF- 55.00
#44 VF 44.00
#47 VF- 36.00
#48 1st Silver Surfer/Galactus F 210.00

FANTASTIC FOUR
#49 VF 130.00
#52 1st Black Panther F 28.00
#57 VF/NM 55.00
#58 VF+ 50.00
#59 VF+ 45.00
#60 VF 40.00
#64 VF+ 36.00
#68 VF+ 36.00
#75 VF+ 32.00
#76 VF/NM 42.00
#80 VF+ 30.00
#83 NM- 30.00
#84 VF+ 22.00
#85 VF+ 22.00
#86 VF+ 20.00
#87 VF+ 22.00
#93 VF+ 17.00
#96 VF+ 17.00
#99 VF+ 17.00
Ann. #7 NM- 25.00

GIANT-SIZE X-MEN
#1 VF+ 400.00
#2 VF+ 40.00

INCREDIBLE HULK
#3 G 120.00
#4 G+ 135.00
#5 VG 210.00
#107 VF/NM 40.00

IRON MAN
#2 VF/NM 80.00
#3 NM- 55.00
#4 VF/NM 45.00
#5 VF/NM 45.00

MARVEL SUPER-HEROES
#1 VF/NM 60.00
#14 VF/NM 65.00

MARVEL TEAM-UP
#1 VF+ 85.00

NICK FURY, AGENT OF SHIELD
#1 VF+ 50.00
#2 VF+ 30.00
#6 VF/NM 20.00

NIGHT NURSE
#1 VF- 55.00
#2 F+ 24.00
#3 VF+ 45.00
#4 F+ 21.00

SGT. FURY
#1 1st App. Sgt. Nick Fury VF 850.00
Ann. #4 VF+ 17.00

SILVER SURFER
#2 VF+ 110.00
#5 VF+ 55.00
#7 VF+ 55.00
#8 VF+ 40.00
#11 VF+ 30.00
#14 Spidey X-Over VF+ 65.00

STRANGE TALES
#69 G 22.00
#70 VG 55.00
#78 VF+ 200.00
#79 VF++ 215.00
#101 Human Torch Begins VG+ 200.00

TALES OF SUSPENSE
#5 F- 105.00
#13 G 25.00
#24 VF- 105.00
#37 VF 105.00
#40 2nd Iron Man VF 650.00
#48 New Armor VF- 140.00
#52 1st Black Widow VF- 90.00

TALES TO ASTONISH
#6 F+ 150.00
#10 F+ 140.00
#14 VG 35.00
#15 VG 35.00
#33 VG 35.00
#41 VF++ 210.00

THOR
#136 VF+ 35.00
#140 VF+ 38.00
#141 VF+ 27.00
#142 VF/NM 30.00
#144 VF/NM 30.00
#146 VF+ 22.00
#149 VF+ 22.00

THOR
#154 VF/NM 28.00
#156 VF/NM 26.00
#158 R/J.I.M. #83 VF/NM 60.00
#159 VF/NM 30.00
#162 VF+ 26.00
#164 VF/NM 20.00
#165 1st Full Warlock VF+ 45.00
#166 2nd Full Warlock VF/NM 45.00
#169 Origin Galactus VF+ 26.00
#176 NM- 22.00
#193 52 pg. Silver Surfer VF+ 40.00

X-MEN
#2 VF- 630.00
#8 VF 175.00
#12 1st Juggernaut F 75.00
#14 VF 140.00
#15 VF 150.00
#26 VF+ 70.00
#32 NM- 70.00
#40 VF+ 50.00
#54 VF+ 55.00
#55 VF+ 55.00
#70 VF+ 25.00
#84 VF/NM 25.00
#94 New X-Men Begins VF 280.00
#95 VF+ 65.00
#96 VF+ 55.00
#99 VF+ 55.00
#100 VF/NM 60.00
#101 NM- 60.00
#102 VF+ 25.00
#106 VF/NM 28.00
#107 NM- 32.00
#108 Byrne Art Begins NM 70.00
#110 VF/NM 28.00
#112 NM- 28.00
#115 NM- 28.00
#116 NM 30.00
#117 NM- 28.00
#118 NM 30.00
#119 NM- 26.00
#120 NM- 45.00
#121 1st Full Alpha Flight VF/NM 50.00

DC COMICS

ACTION
#238 F+ 95.00
#256 VF- 50.00

ADVENTURE
#166 F+ 145.00
#296 VF 40.00
#396 VF+ 11.00
#438 VF/NM 14.00

ATOM AND HAWKMAN
#40 VF+ 25.00
#41 VF/NM 30.00
#42 VF/NM 30.00
#44 VF+ 25.00
#45 VF+ 25.00

BATMAN
#71 G+ 75.00
#79 F/F+ 190.00
#100 VG- 240.00
#102 F 95.00
#147 VF- 60.00
#149 VF 75.00
#184 VF+ 44.00
#201 VF+ 20.00
#216 VF+ 14.00
#229 VF+ 12.00
#254 VF+ 18.00
#255 100 Pgs. N. Adams VF+ 27.00
#257 100 Pgs. VF+ 18.00
#258 100 Pgs. VF+ 18.00
#259 100 Pgs. VF/NM 22.00
#260 100 Pgs. VF+ 32.00

BRAVE AND THE BOLD
#7 G 40.00

BRAVE AND THE BOLD
#8 G+ 65.00
#9 VG- 72.00
#13 G+ 50.00
#29 2nd JLA VG 330.00
#30 3rd JLA VG+ 350.00
#34 1st Hawkman VG 270.00
#36 Hawkman F/F+ 130.00
#44 Hawkman F+ 100.00
#49 VF++ 60.00
#57 1st Metamorpho VF- 75.00
#64 VF 40.00
#75 Batman/Spectre VF+ 30.00
#81 N. Adams VF+ 33.00
#112 100 Pgs. VF/NM 17.00
#114 100 Pgs. VF+ 13.00
#116 100 Pgs. VF/NM 18.00
#118 VF/NM 12.00

CHALLENGERS OF THE UNKNOWN
#9 F 100.00
#13 F 60.00
#16 VF- 80.00
#20 VF- 70.00
#22 Last 10¢ F 40.00
#36 VF+ 30.00
#45 VF/NM 18.00
#57 VF+ 14.00
#59 VF+ 14.00
#66 VF 9.00

DARK MANSION OF FORBIDDEN LOVE
#1 F 32.00
#2 VF+ 28.00
#4 VF+ 28.00

DC 100 PG. SPECTACULAR
#6 VG+ 21.00
#8 VF- 21.00
#14 VF 17.00
#15 VF+ 19.00
#19 VF+ 18.00
#20 VF+ 18.00
#21 VF+ 19.00
#22 VF/NM 21.00

DC SPECIAL
#2 VF- 35.00
#4 VF 14.00
#6 VF+ 20.00
#7 VF+ 20.00
#12 VF+ 20.00

DETECTIVE COMICS
#263 VF 95.00
#269 F 55.00
#271 F+ 75.00
#274 VF- 85.00
#287 VF 70.00
#289 VF++ 125.00
#296 VF 75.00
#362 VF 25.00
#370 VF+ 32.00
#389 VF+ 25.00
#403 VF+ 11.00
#407 N. Adams VF+ 21.00
#437 New Manhunter VF+ 14.00
#438 100 Pgs. VF+ 26.00
#440 100 Pgs. VF/NM 30.00
#442 100 Pgs. VF+ 26.00
#443 100 Pgs. VF/NM 30.00
#444 100 Pgs. VF 26.00

FLASH
#131 VF 90.00
#144 VF+ 75.00
#187 Giant VF/NM 55.00
#192 VF 15.00
#203 VF 10.00
#205 Giant VF 22.00

FLASH
#208 VF+ 15.00
Ann. #1 F+ 130.00

GREEN LANTERN
#1 Beauty VF++ 2,500.00
#22 NM- 165.00
#29 F+ 45.00
#61 VF 28.00
#76 N. Adams F/F+ 70.00
#77 N. Adams F+ 21.00
#80 N. Adams VF+ 35.00
#82 N. Adams VF 25.00
#84 N. Adams VF 25.00
#85 N. Adams VF+ 42.00
#86 N. Adams VF 32.00
#89 N. Adams VF+ 20.00

HAWKMAN
#20 VF/NM 45.00
#27 VF/NM 45.00

HOT WHEELS
#1 VF+ 65.00
#3 VF+ 33.00

HOUSE OF MYSTERY
#1 VG 400.00
#3 F- 175.00
#4 VF- 225.00
#5 G 45.00
#6 VG+ 90.00
#185 VF+ 14.00
#194 VF+ 15.00
#197 VF+ 14.00
#203 VF+ 14.00
#224 100 Pgs. VF+ 22.00

HOUSE OF SECRETS
#1 VG- 240.00
#2 VG+ 100.00
#6 F+ 60.00
#15 F+ 36.00
#112 VF/NM 11.00
#113 NM- 12.00

JIMMY OLSEN
#2 VG 205.00
#41 VF 50.00
#43 VF+ 65.00
#135 VF+ 18.00
#137 VF+ 14.00
#139 VF+ 13.00
#145 VF/NM 17.00
#147 VF+ 14.00
#148 VF+ 13.00
#161 VF/NM 12.00

JUSTICE LEAGUE
#11 VF++ 210.00
#15 VF+ 185.00
#17 VF+ 125.00
#22 F/F+ 100.00
#29 VF- 70.00
#42 NM- 63.00
#45 VF+ 37.00
#53 VF/NM 45.00
#69 VF+ 15.00
#81 VF+ 13.00
#86 VF+ 14.00
#90 VF+ 13.00
#93 VF+ 20.00
#94 VF 52.00
#97 VF+ 21.00

LAUREL AND HARDY
#1 VF+ 45.00

LEGION OF SUPER-HEROES
#1 NM- 18.00
#3 NM- 11.00

LOIS LANE
#12 VF- 90.00
#13 VF 105.00
#14 VF 105.00
#17 F+ 70.00
#19 F+ 70.00
#20 VF- 90.00
#21 VF/VF+ 90.00
#61 VF- 21.00

MY GREATEST ADVENTURE
#1 G+ 170.00

MYSTERY IN SPACE
#4 F/F+ 200.00
#54 F+ 175.00

MYSTERY IN SPACE
#65 VF 110.00
#66 VF+ 130.00
#69 VF+ 140.00
#73 VF+ 80.00
#88 F+ 50.00

OUR ARMY AT WAR
#203 Giant VF+ 35.00
#216 Giant VF/NM 40.00
#230 NM- 42.00
#241 NM- 24.00
#243 VF+ 14.00

OUR FIGHTING FORCES
#117 NM- 21.00
#119 NM- 21.00
#120 VF/NM 18.00
#122 VF/NM 18.00
#123 VF/NM 38.00
#127 VF+ 13.00
#131 VF/NM 15.00
#133 VF/NM 18.00
#152 VF/NM 14.00

SEA DEVILS
#1 VF++ 500.00
#1 F+ 220.00
#2 F 70.00
#6 VF+ 75.00
#23 VF/NM 45.00
#24 NM- 55.00

SHOWCASE
#8 2nd Flash VG/VG+ 1,850.00
#41 VF 100.00
#42 VF 105.00
#60 Spectre F+ 90.00

STAR SPANGLED WAR
#139 Origin Enemy Ace VF+ 63.00
#140 VF+ 40.00
#142 VF+ 42.00
#143 VF 35.00
#144 VF+ 50.00
#145 VF+ 40.00
#146 VF 23.00
#149 VF+ 28.00
#151 1st Unknown Soldier VF 84.00
#151 1st Unknown Soldier VF- 75.00
#153 VF/NM 18.00
#154 Origin Unknown Soldier VF+ 75.00

SUPERBOY
#85 VF++ 75.00
#163 VF/NM 14.00
#170 VF+ 11.00
#174 Giant VF/NM 19.00
#175 NM- 16.00
#176 VF/NM 14.00
#180 NM 14.00
#181 VF+ 9.00
#182 VF/NM 10.00
#183 VF/NM 10.00
#184 VF+ 9.00
#202 100 Pgs. NM- 24.00

SUPERMAN
#149 VF- 65.00
#184 VF 28.00
#197 VF 32.00
#215 VF+ 23.00
#221 VF+ 19.00
#222 Giant VF/NM 40.00
#234 VF/NM 16.00
#239 Giant VF/NM 39.00
#278 100 Pgs. VF+ 19.00
#284 100 Pgs. VF 14.00

SUPERMAN FAMILY
#167 100 Pgs. VF/NM 20.00
#168 100 Pgs. VF- 11.00

TEEN TITANS
#1 VF- 110.00
#2 VF- 50.00

TEEN TITANS
#19 VF+ 29.00
#20 N. Adams VF+ 36.00
#23 VF+ 14.00
#24 VF+ 13.00
#26 VF+ 14.00
#27 VF+ 14.00
#28 VF+ 14.00
#33 VF+ 10.00
#37 VF+ 11.00
#38 NM- 14.00

WITCHING HOUR
#1 VF+ 30.00
#3 VF+ 28.00
#6 VF- 13.00
#14 VF/NM 24.00
#17 VF/NM 11.00

WORLD'S FINEST
#99 VF 120.00
#107 VF+ 100.00
#113 VF++ 100.00
#115 VF/NM 120.00
#119 VF++ 100.00
#197 Giant VF+ 28.00
#199 Superman/Flash Race VF 50.00
#204 VF/NM 12.00
#215 VF/NM 17.00
#223 100 Pgs. VF+ 15.00
#227 100 Pgs. NM- 20.00
#228 100 Pgs. NM- 20.00

YOUNG LOVE
#107 100 Pgs. F 45.00
#108 100 Pgs. VF/VF+ 105.00
#112 100 Pgs. F 50.00
#114 100 Pgs. VF- 80.00

YOUNG ROMANCE
#197 100 Pgs. VF+ 120.00
#202 100 Pgs. VG 26.00
#203 100 Pgs. VF- 80.00
#204 100 Pgs. VF- 90.00

GOLD KEY COMICS

BANANA SPLITS
#1 VF- 45.00

BONANZA
#1 VG 45.00
#32 VF+ 44.00
#35 VF+ 44.00
#36 NM- 50.00
#37 NM- 50.00

DARK SHADOWS
#2 VF/NM 85.00
#3 With Poster VF+ 95.00
#4 VF/NM 70.00
#5 VF+ 60.00
#6 NM- 80.00
#7 NM 88.00
#8 NM 75.00
#9 NM 75.00
#10 NM- 65.00
#11 VF+ 40.00
#12 VF+ 40.00
#13 NM- 45.00
#15 NM 52.00
#16 VF+ 35.00
#17 NM- 45.00
#20 VF+ 35.00
#29 VF+ 28.00
#30 VF+ 28.00
#34 VF/NM 35.00

GREEN HORNET
#1 VF 135.00
#2 VF/VF+ 110.00
#3 VF/VF+ 110.00

MARS PATROL
#8 VF/NM 23.00
#9 VF+ 20.00
#10 VF/NM 23.00

ROCKY AND HIS FRIENDS
#1 VG 65.00

SCOOBY DOO
#8 NM- 28.00

STAR TREK
#4 VF 70.00
#5 VF+ 105.00
#25 VF+ 42.00
#33 VF 18.00
#38 VF/NM 21.00

HORROR/ SCIENCE FICTION COMICS

AMAZING ADVENTURES
#6 G 35.00

BLACK CAT
#62 VF+ 65.00
#63 VF 63.00

BUCK ROGERS
#100 F 70.00

CHAMBER OF CHILLS
#26 VF 70.00

CRIME SUSPENSESTORIES
#2 VF- 265.00
#4 F+ 135.00
#9 VF- 145.00
#11 VF- 110.00
#24 F 45.00

HAUNT OF FEAR
#5 VG 105.00
#23 G- 12.00
#V.1, #16 G+ 125.00

MARVEL TALES
#113 F- 88.00
#117 F- 88.00
#120 F- 88.00
#127 VG 50.00

MYSTIC
#27 VG- 30.00
#41 F+ 45.00

PHANTOM STRANGER (1952)
#1 Scarce VG 415.00
#3 Scarce G/G+ 120.00
#4 Scarce Fair+ 70.00

SHOCK SUPSENSESTORIES
#1 VG 160.00

TALES FROM THE CRYPT
#20 VG 205.00
#36 G 35.00
#42 VG 38.00
#44 VG 75.00
#45 G- 30.00

UNCANNY TALES
#4 F+ 135.00

VAULT OF HORROR
#19 F 130.00
#21 VG 65.00
#33 VG- 45.00

WAR AGAINST CRIME
#2 F/F+ 125.00
#3 VG- 52.00

WEIRD FANTASY
#9 VG 75.00
#13 G+ 210.00
#14 VG 120.00
#15 VF 160.00
#16 F/F+ 195.00
#18 F 80.00
#19 VG+ 65.00
#20 VG 56.00

WEIRD SCIENCE
#9 VG+ 95.00
#11 VG 50.00
#18 VF- 120.00
#19 F 110.00
#22 F- 90.00

Thousands of other Silver and Golden Age comic books!!

SHIPPING AND PAYMENT TERMS

VISA

All prices are in U.S. dollars, and are exclusive of applicable taxes and shipping charges. To reserve books please call, fax or E-mail an order. We shall contact you to confirm you order within 24 hours. Payment can be made by VISA, MasterCard, certified cheque, bank draft or money order. Canadian residents please add 7% G.S.T. Ontario residents plaese add an additional 8% P.S.T. All orders are subject to a shipping charge of $6.00.

MasterCard

CONRAD ESCHENBERG

R.R. 1 Box 204A
Cold Spring, NY 10516
Phone/Fax (914) 265-2649

CBG Customer Service Award - 1998

ORIGINAL ART WANTED:

We are always buying fine examples of the following (and many others)

Steve Ditko
Jack Kirby
Frank Miller
John Byrne
Joe Kubert
Russ Heath
Paul Gulacy
Barry Smith
Neal Adams
Jim Steranko
Curt Swan
Mike Mignola
Frank Frazetta
Joe Jusko
Boris
John Buscema

JACK KIRBY/STEVE DITKO
Spider-Man #8
Pg. 3 ..... $4,500

JACK KIRBY
Avengers #2
Pg. 19 ..... $2,300

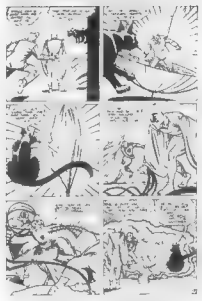
JACK KIRBY
Fantastic Four #17
Pg. 17 ..... $2,300

JACK KIRBY
Gunsmoke Western #66
Pg. 3 2nd Story $275

JACK KIRBY
Journey Into Mystery (Thor) #101
Pg. 11 Signed $1,300

JACK KIRBY
Journey Into Mystery (Thor) #112
Pg. 5 ..... $1,500

STEVE DITKO
Capt. Atom #89
Pg. 8 ..... $500



STEVE DITKO
Capt. Atom #89
Pg. 13 ..... $500

STEVE DITKO
Tales To Astonish (Hulk) #67
Pg. 7 ..... $695

STEVE DITKO
Forbidden Worlds #137
Pgs. 1-5 Complete Story
..... $2,000

ROSS ANDRU
Flash #180
Pg. 22 ..... $125

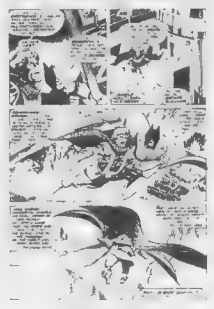
DICK AYERS
Freedom Fighters #13
Pg. 12 ..... $50

HOWARD BENDER
Superboy #243
Pg. 3 ..... $50

BRIAN BOLLAND
Camelot 3000 #6
Pg. 19 ..... $125

JUNE BRIGMAN
Power Pack #3
Cover $300

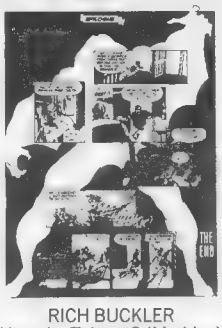
PAT BRODERICK
Alpha Flight #120
Cover $300



BOB BROWN
Daredevil #123
Pg. 27 ..... $35

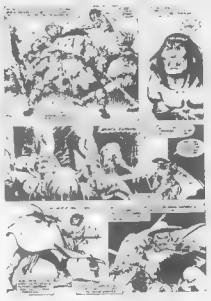
RICH BUCKLER
Action Comics #523
Cover $325

RICH BUCKLER
Superman vs. Shazam (1978)
Pg. 7 ..... $150

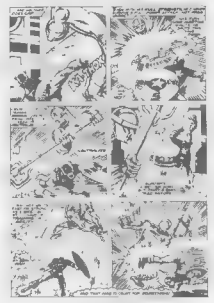


RICH BUCKLER
Vampire Tales #3 (Morbius)
Pg. 12 ..... $50

JOHN BUSCEMA
Savage Tales #7
Pg. 14 ..... $65



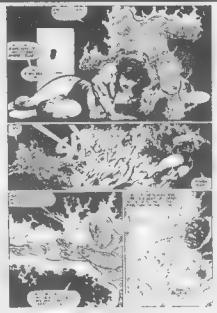
JOHN BUSCEMA
Savage Sword of Conan #43
Pg. 33 ..... $110



SAL BUSCEMA
Capt. America #226
Pg. 11 ..... $65

SAL BUSCEMA
G.I. Joe #150
Pin-Up (Signed) $100

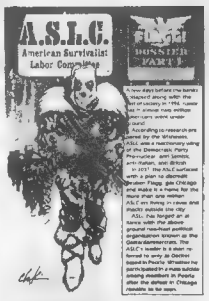
SAL BUSCEMA
Spectacular Spider-Man #235
Pg. 22 Splash (Signed) $120



JOHN BYRNE
Fantastic Four #268
Pg. 14 ..... $175

JOHN BYRNE
Wonder Woman #114
Cover $500

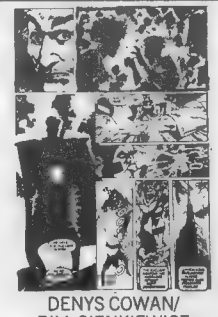
ERNIE CHAN
Batman #268
Pg. 16 ..... $60



HOWARD CHAYKIN
American Flagg #15
Pg. 24 Splash (Signed) $100

DAVE COCKRUM
X-Men #163
Pg. 10 ..... $125

GENE COLAN
Tomb of Dracula #17
Pg. 1 Splash $200



DENYS COWAN/
BILL SIENKIEWICZ
Dr. Zero
Pg. 11 ..... $100

DENYS COWAN
Punisher #39
Cover $375

TONY DANIEL
Spawn #46
Pg. 7 Splash $350

DAN DAY
Elvira #36
Pg. 6 ..... $40

CBG Customer Service Award - 1998

VINTAGE ORIGINAL COMIC ART

Fall Sale Deduct 10%

CONRAD ESCHENBERG
R.R. 1 Box 204A, Cold Spring, NY 10516
Phone/Fax (914) 265-2649

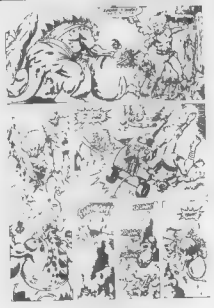
Send $2.00 for 1998 Giant Catalog

Ordering Info: Please add $7.00 for 1st class postage and insurance - over-seas add $12.00. Payment is by certified bank check, money order, postal money order, personal check (must clear) or credit card (MasterCard, VISA). Orders sent flat and extra sturdy. Order with confidence.

MasterCard VISA

Original Art Wanted:
Ditko, Kirby, Miller, B. Smith, Kubert, N. Adams, Steranko and lots more!!!

JOSE DELBO
Transformers #42
Pg. 3 ..... $30

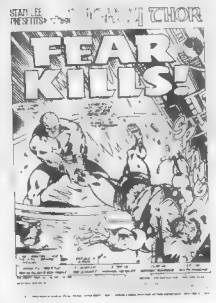

JOSE DELBO
Thundercats #8
Pg. 17 ..... $35

DICK DILLON
World's Finest #231
Pg. 3 ..... $55

STEVE ERWIN
Deathstroke Ann. #2
Pg. 45 ..... $25

SCOTT EATON
Swamp Thing #123
Pg. 17 ..... $40

JOHN FORTE
The Rider #?
Cover $475



RON FRENZ
Thor #418
Pg. 1 Splash $100

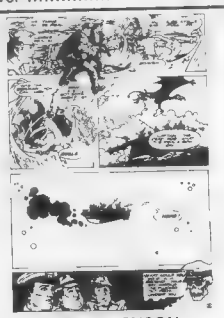
MIKE GRELL
Warlord #18
Pg. 12 ..... $70

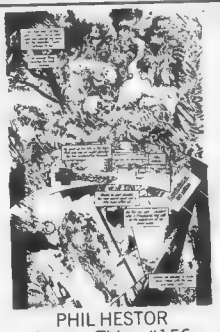
JACKSON GUICE
Marvel Comics Presents #72
Cover $300

HUGH HAYNES
Punisher #48
Pg. 6 ..... $65

DON HECK
Daredevil #118
Pg. 27 ..... $45

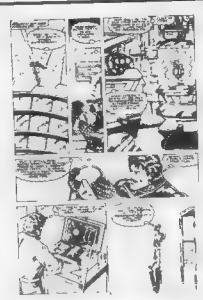
DON HECK
World's Finest Comics #277
Pg. 7 ..... $70

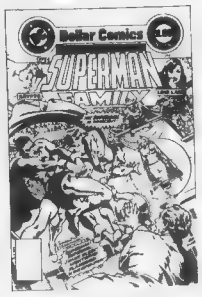

TENNY HENSON
Weird War Tales #85
Pg. 3 ..... $25


PHIL HESTOR
Swamp Thing #156
Pg. 23 ..... $65

CLAUS JANSEN
Detective Comics #547
Pg. 11 ..... $140

DALE KEOWN
Hulk #393
Pg. 16 ..... $175


BOB LAYTON
Iron Man #249
Pg. 9 Signed $75



GARCIA LOPEZ
Superman Family #188
Cover $400

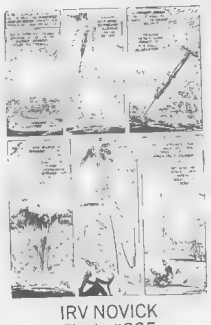
MAGUIRE
Legion '89 #3
Cover $280

CHRIS MARRINAN
Dr. Strange #28
Pg. 2 (L.A.) $90

CHRIS MARRINAN
Spider-Man #31
Pg. 20 ..... $75

ROCKY MASTRUSERIO
Eerie #4 (Warren)
Complete 7 Page Story $550

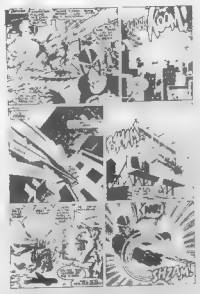
ALEX NINO
Unknown Soldier #209
Pg. 10 ..... $40


IRV NOVICK
Flash #235
Pg. 15 ..... $80

IRV NOVICK
Joker #5
Pg. 14 ..... $60

PAT OLIFF
Untold Tales of Spider-Man #23
Cover $325

MARIE SEVERIN
Strange Tales #155
Pg. 4 ..... $330


MARC SILVESTRI
X-Men #233
Pg. 27 ..... $100

JOE STATON
D.C. Comics Presents #9
Pg. 7 ..... $70

JOE STATON
Superboy/Legion of Super-Heroes #244
Pg. 3 ..... $50

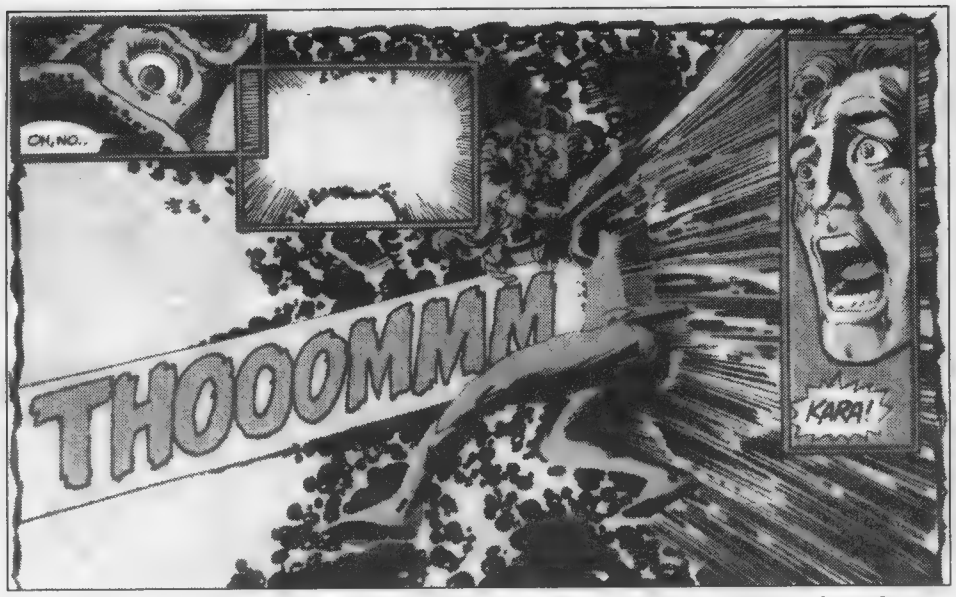
CURT SWAN
Action Comics #435
Pg. 3 ..... $110

CURT SWAN
Superman #311
Pg. 15 ..... $90

HERB TRIMPE
Hulk #162
Pg. 4 ..... $120

GEORGE TUSKA
G.S. Defenders #5
Pg. 30 ..... $55

NOLY ZAMORA
Weird War Tales #98
Pg. 11 ..... $35



The "thooommm" heard 'round the DC universe (above) had an aftermath (right).

CRISIS

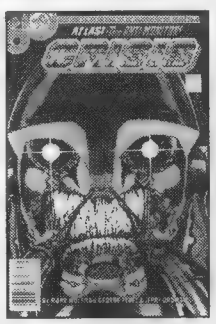
(From Page 36)

The group found The Guardians held in stasis and were then hit by a blast of emerald energy.

As heroes and villains continued to debate their course of action, The Anti-Monitor sent The Red Tornado to Earth-1, where he attacked as the elemental force he would later become. During the battle, Wildcat's legs were shattered by a lightning bolt and The Red Tornado was deactivated by a concerted effort of Zatanna, Johnny Thunder's Thunderbolt, Sargon the Sorcerer, and Dr. Fate. Alexander Luthor recruited a small group of heroes for a mission to save the remaining three Earths (S, X, and 4). The issue ended with The Anti-Monitor revealing himself for the first time to The Flash and Psycho Pirate and a visit to Earth-X where The Freedom Fighters confronted their own anti-matter cloud.

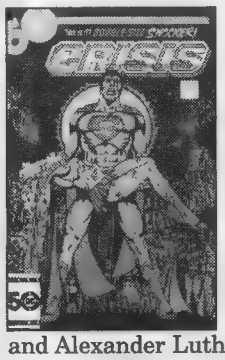
Saving the other three Earths

'Crisis' #6. The Anti-Monitor increased The Psycho Pirate's powers in order to control the populace of the remaining three Earths. His attack on The Monitor's satellite, begun in #5, continued, ultimately destroying it, but not before Harbinger had transported the small group of heroes to other Earths and herself and Alexander Luthor to a barren rock floating in space. Meanwhile, The Golden Age Atom tried to comfort the paralyzed Wildcat, while Wildcat's friend, Yolanda Montez, observed from a nearby window and resolved to become the new Wildcat in honor of the fallen hero. Brainiac began his program of recruiting villains of various Earths to his own nefarious ends, a plan which would come to fruition in #9.



As the small groups of heroes tried to save the populace of each of the remaining three Earths, they observed a large, ghostly image of Harbinger in the sky. Harbinger used all her remaining energies to draw the remaining three universes into the netherverse housing Earth-1 and Earth-2, resulting in her reverting to the powerless Lyla. Now, five Earths shared the same space and were slowly merging into one. This would result in their eventual destruction, if something wasn't done to stop it.

Death of a heroine



'Crisis' #7. Although a promotional poster of its cover, as well as extensive press coverage, had revealed her fate, many fans were unprepared for *Crisis on Infinite Earths* #7, in which **Supergirl** gave up her life. Pariah joined Lyla and Alexander Luthor on the barren rock that overlooked the merging Earths, as the issue opened.

While representatives of the remaining Earths — Superman of Earth-1, Superman of Earth-2, Captain Marvel of Earth-S, Uncle Sam of Earth-X, Blue Beetle of Earth-4, and Lady Quark of Earth-6 — were gathered by Pariah, Lyla, and Alexander Luthor, Brainiac continued to gather villains into his spaceship.

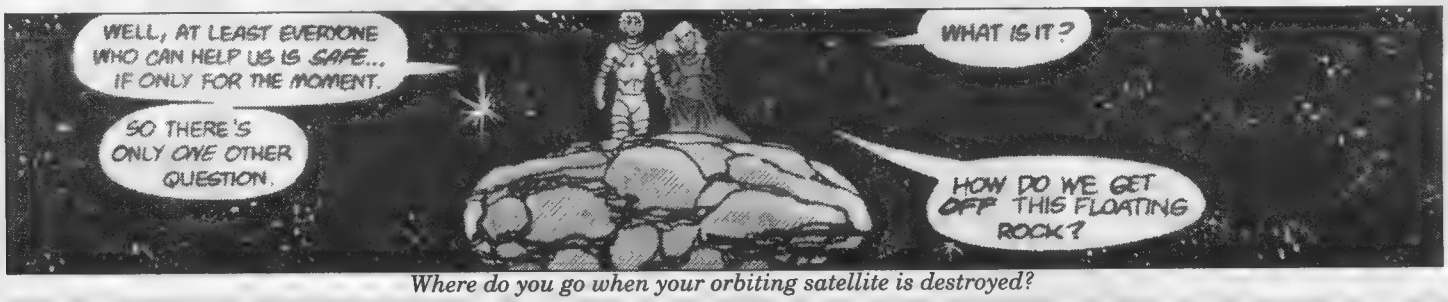
The heroes' meeting provided an opportunity to reveal origins of the multiverse, Pariah, The Monitor, The Anti-Monitor, and Harbinger. Lyla said that, when the Oan Krona attempted to look at the creation of the universe at the dawn of time (as originally told in *Green Lantern* #40), he not only unleashed evil in the universe, he caused the splitting of the single universe into an infinite number of universes.

The only world *not* duplicated in the positive matter universe was Oa. Its duplicate, Qward, was in the anti-matter universe. The Oan's judgment of Krona and their creation of first The Manhunters and, later, The Green Lantern Corps, was also summarized. Lyla's story continued with the creation of The Monitor and The Anti-Monitor. (This was the first time the name was used for the character.)

The Anti-Monitor's creation of both his thunderers and shadow demons (a transformed group of especially evil thunderers) was explained, as were The Monitor's studies. After the two battled for a million years, they were each thrown into suspended animation for nine billion years by a simultaneous attack on each other.

Pariah took up the story at this point, beginning with his origins as a scientist on an Earth in another universe. Like Krona, he'd wanted to observe the creation of the universe at the dawn of time and created an anti-matter chamber in which to observe cosmic forces at work. He believed that his introduction of anti-matter into the positive-matter universe had created the anti-matter cloud that destroyed universes (his being the first destroyed). He felt his experiments had re-awakened The Anti-Monitor and The Monitor. The destruction of Pariah's universe created a void that the anti-matter universe expanded into, increasing The

(Continues on Page 42)



Where do you go when your orbiting satellite is destroyed?

P.O. Box 2057
98 Madison Avenue
Red Bank, NJ 07701

CBG Customer Service Award - 1998

J&S COMICS

To order or reserve books, phone
732-615-0342
(11 a.m.-8 p.m.) No Collect Calls
FAX: 732-706-0102

ORDERING INFORMATION: Satisfaction is unconditionally guaranteed on all orders. All books are strictly graded, but if you find a book unsatisfactory for any reason you may return it for a full refund.
SHIPPING: $4.00 (U.S.), $4.00 plus 5¢ per book (foreign). Only orders shipped to Continental U.S. are insured. Please provide street address as most orders are shipped UPS.
CREDIT CARD AND COD ORDERS GLADLY ACCEPTED! CALL 732-615-0342 • 11 a.m. - 8 p.m. CODs are $5.00 extra and cash only, if we don't know you.

LOTS! MANY NEW LISTINGS! MANY PRICES REDUCED!

1. Action 393, 396, 411, 413, 414, 416, 418, 421-423, 427-436, 438, 452, 454, 457-459, 461, 465, 482 avg. VG $13.00
2. Action 434, 435, 439, 456, 458, 459, 467, 472, 474, 497-499 avg. VF+ 12.00
3 Adventure 288 G, 292 VG-, 301 VG- 16 00
4 Adventure 290 G+, 295 VG-, 296 G+, 297 VG-, 299 VG- 22.00
5. Adventure 303 G/VG, 304 G/VG, 315 G+, 316 G 13.00
6. Adventures In The Unknown 161 FN/VF, 167 FN+, 170 VF+ 11.00
7. Adventures of Bob Hope 19, 47 avg. G/VG 15.00
8. Amazing Adventures 1-10 avg. VF- 55.00
9. Amazing Adventures 2, 3, 5, 8-10, 20-22, 24-27, 31, 33-37 avg. VG+ 13.00
10. Amazing Adventures 9, 10, 21, 22, 24, 31, 33-37 avg. FN/VF 12.00
11 Amazing Spider-Man 22 FR+, 28 G 12 00
12 Amazing Spider-Man 136, 138, 139, 152, 168, 172, 200 136 is VG, others avg. VF/VF+ 14.00
13. Amazing Spider-Man 263-287, Ann. 17-20 avg. VF/NM $33.00
14 Amazing Spider-Man Ann. 4, 6, Giant Size 1, 2, Giant Size Super-Heroes 1. 4 is VG-, others avg. VF- $30.00
15. Aquaman 38 VF-, 44 VF-, 48 VF, 54 VF 42.00
16. Astonishing Tales 2, 3, 10-16, 18, 19, 21-24, 27, 35, 36 avg. VG+ 15.00
17. Astonishing Tales 8, 9, 11-13, 15-24, 36 avg. VF+ 28.00
18. Astonishing Tales 10-16, 18-24, 27, 33, 35, 36 avg.FN $20.00
19. Astonishing Tales 11, 15, 16, 18, 19, 21, 23, 24, 35, 36 avg. VF-/VF $17.00
20. Aquaman 34 FN+, 35 FN/VF, 37 FN+ 34.00
21 Atom 6 VF-, 10 FN $48.00
22. Avengers 48 FN, 50 FN-, 52 FN+, 53 FN-, 54 FN+ 15.00
23 Avengers 101-104 avg. VF 13.00
24 Avengers 112-114, 119, 120, 122, 124, 128 avg. VF 17.00
25. Avengers 133-136, 138-140, 142, 143, 145-147, 149, 154, 155, 166 avg. VF- 19.00
26 Avengers 152, 154-167 avg. VF+ 25 00
27. Avengers 169-176, 179, 180, 184, 187-189, 191-200 avg. VF++ 24.00
28. Battle Star Galactica 1-9 avg. VF/NM 12.00 (2 lots available)
29. Black Diamond Western 38 G+, 39 VG, 43 VG- 6.00
30. Brain Boy 2 VG, 5 VG+, 5 G/VG 12.00
31. Brother Power, the Geek 1 VF, 2 VF- 20.00
32. Captain America 114, 129, 134, 136, 139-142, 150, 151, 157, 159, 161-163, 165, 167, 168, 170, 171 avg. VG- 11.00
33 Captain America 176, 187, 188, 190, 191, 194, 195, 198-200, 203-205, 207, 211 213, 214, 218, 220, 221, 225, 226, 231, 237-239, Annual 1, 4 condition varies, avg. VF 22.00
34 Captain America 191, 195, 197-200, 203-205, 207, 211, 213, 214, 217, 218, 220, 225, 231, 237, Annual 1, 4 avg. VF++ 18 00
35 Captain Marvel 2, 3, 5-11, 13, 15, 22, 24, 26, 29-32, 35, 38, 46, 57, 59 avg. VF 59.00
36. Captain Marvel 24, 31, 34, 36, 39, 40, 43-45, 51-55, 58 avg. VF 11.00
37 Captain Venture 1 VF, 2 VF 13 00
38. Castle of Frankenstein (magazines) 5 VG+, 8 VF+ 12.00
39. Castle of Frankenstein (Magazine, 1969) avg. FN/VF 10.00
40. Challengers 75-87 avg. VF/NM 30.00
41. Chamber of Darkness 1-3, 5-8, Special 1 avg. VF+ 65.00
42. Chamber of Darkness 1, 2, 5, 7, 8, Special 1 35.00
43. Chamber of Darkness 1, 2, 5, 7, Special 1 avg. FN+ 15.00
44. Chamber of Darkness 2 (3 copies) 7 (3 copies) avg. VF++ 32.00
45 Chamber of Darkness 4 FN, 4 VG 6 00
46 Charlton Sports Library 1 (5 copies) avg. VF+ 22 00 (3 lots available)
47. Chilling Tales of Horror (magazine, 1969) 1-4, 6 avg. VF 35.00
48 Christmas Parade (Gold Key) 2 VG/FN, 3 VG- 6.00
49 Christmas Parade 5 VF+, 6 VF+, 9 VF/NM 40 00
50 Christmas Parade (Gold Key) 5 VG+, 8 VF+ 21.00
51 Comix International 2, 3 avg. VF/NM 15 00
52. Conan 16-24 avg FN/VF 44 00
53 Conan 33-35, 50, 53, 55, 58, 60, 61-64, 66-69, 73-77, 80-83, 89-91, 98, 100, 101, Annual 1, 2 avg. VF/NM 28.00
54 Conan 33, 50, 53, 55, 58, 60, 61, 63, 64, 66-69, 73-76, 80-82, 89-91, Annual 1, 2 avg VF++ 18 00
55. Conan 50, 53, 55, 56, 58, 60-64, 66-69, 73-76, 80-82, 89-91, Annual 2 avg. VF/NM 17.00
56 Creatures on the Loose 10, 17, 18, 21, 22, 27, 29, 30, 37 10 is FN/VF, others avg. VF 16.00
57. Creatures on the Loose 10, 13, 16-20, 22-29 avg. VF-/VF 36.00
58 Creepy (Warren) 6-35, 100, 111, 131-134, 6-14 avg. VG/FN, 15-up avg. VF 115 00
59 Daredevil 9, 25 avg FR+ 6 00
60 Daredevil 10 VG, 13 G/VG, 15 VG-, 16 VG- 25 00
61 Daredevil 57 61, 62 64, 78-80, 85 91-93, 100 avg. G+ to G/VG 11.00
62. Daredevil 68-72 avg. VF+ 15.00
63. Daredevil 79, 80, 89, 93, 94 avg. FN/VF 11.00
64. Daredevil 101-103, 105, 109, 110, 112, 115-117, 125, 127-130, 133-137, 139, 140, 142, 144, 145, 147-152. Condition varies, avg. FN+ 14.00
65. Daredevil 102, 117, 128, 129, 133-137, 139, 144, 147-151, Annual 2 avg. VF. 17.00
66. Death: The High Cost of Living 1 (2 copies, 1 error, 1 corrected) 2, 3 (3 copies) avg. VF/NM 10 00
67. Defenders 2 VF-, 3 VF-, 4 VF-, 6 VF, 9 VF 28.00
68. Defenders 4, 11, 17-19, 36 avg. VF/NM 14 00
69. Defenders 4, 7, 8, 11-18 avg. VF++ 32.00
70. Defenders 7, 11-16 avg. VF+ 15.00
71. Defenders 9, 11, 20, 36, 40, 50, 55-59, 63, 76 1st 4 avg. FN/VF, others VF/NM 15.00
72. Dell Giant 21 G/VG, 25 G/VG, 32 G/VG. 11.00
73 Dell Giant (Christmas Parade) 26 VG, 6 VF, 7 FN- 55.00
74 Dell Giant (Christmas Parade) 26 G/VG, 8 G+, 9 VG- 29.00
75. Dell Giant 24 FN+, Bugs Bunny X-Mas Funnies 9 FN-, Huey, Dewey & Louis Back to School 30.00
76. Dell Giant Bugs Bunny X-Mas Funnies 9 G+, Disneyland Birthday party 1 VG- 17.00
77 Dell Giant Bugs Bunny's County Fair 1 FN+, B.B. Vacation Funnies 5 FN+, 6 FN+, 7 VG/FN 35.00
78. Dell Giant Disneyland Birthday Party 1 VG, Vacation Parade 4 FN+ 29 00
79. Dell Giant W.D Picnic Party 6 FN+, 7 FN+, 8 FN 38.00
80. Dell Giant W.D. Silly Symphonies 2 FN+, 3 VF-, 7 FN 72.00
81. Dell Junior Treasury 1 FN, 2 VF-, 9 VF-, 10 VF- 37 00
82. Dell Junior Treasury 3 VG, 6 VG+, 7 VG- 9.00
83. Dell Junior Treasury 4, 10, avg. VG 7.00
84. Demon 2, 6 avg. VF+ 5.00
85. Donald Duck 44 G+, 45 VG, 46 VG-, 52 G/VG, 53 G+, 60 G/VG, 68 VG- Beach Party (Gold Key) 1 VG 36.00
86. Donald Duck 81, 84, 88, 89, 95, 103, Album 1, 2 avg. VG 13.00
87 Donald Duck Four Color 199 G+, 300 VG 47.00
88. Donald Duck Four Color 328 G/VG, 60 VG, 98 VF+, Beach Party (G.K.) 1 G/G+ 27.00
89. Donald Duck Four Color 348 VG+, 394 FN 25.00
90. Doom Patrol 88 VG-, 106 VG-, 107 VG-, 110 VG, 111 FN+ 18.00
91. Doom Patrol 91 VF, 100 VF-, 104 VF- 29.00
92. Dracula Lives (magazine, '73) 1-8 avg. VF- 32.00
93. Eerie (Warren) 26-35, 38-49, 86 avg. VF 95.00
94. Eternals 1-19, Annual 1 avg. VF++ 18.00
95. Eternals 1-12, 14, 15, 18, 19 Annual 1 avg. VF+ 14.00
96 Eternals 1-11, 15, 19 avg. VF/NM 12.00
97. Fantastic Four 80, 125, 138-140, 145, 147, 158, 160, 165 166, 168, 169, 171, 172, 174-181, 189, 193, 199, 201-203, 206, 208, 209, 217, 219-221, 224, 225, 230, 232 80-176 avg. VG/FN, 177-up avg. VF+ 20 00
98. Fantastic Four 91 VF, 94 FN/VF, 95 VF-, 96 FN/VF, 103 VF, 108 VF, 124 VF+ 27 00
99. Fantastic Four 145, 147, 149, 168, 169, 171, 174, 178, 180-183, 193, 201, 208, 209, 219, 220, 224-226, 229, 230, 232 avg. VF-/VF 22.00
100 Fantastic Four 30 different issues from 245 to 392, plus Annuals 13, 19, 22, 23 avg. NM- 15.00
101. Fantastic Four Annual 6, 7, Giant Size 1-3, 5 avg. FN+ 18 00
102. Fantastic Four Annual 12-14, 16-20, 22-26 avg. VF/NM 18.00
103. Fantastic Four Annual 16-22, 26, FF vs. X-Men 1-4 avg. VF+ 12.00
104. 25 Different Fantastic Fours from 233 to 330 avg. NM 5.00 (7 lots available)
105. Fantasy Masterpieces 1-11. 1-6 avg. VG, 7-11 avg. FN+ 42.00
106. Fantasy Masterpieces 1-11 avg. VG/FN 34.00
107. Fantasy Masterpieces 1-11 avg. VG+ 29.00
108 Fantasy Masterpieces 1-11. 1 is G, 2-11 avg. VG/VG+ 24 00
109 Fantasy Masterpieces 1-11 1 is FR, 2-11 avg VG- 19.00
110 Fantasy Masterpieces 4 VF+, 5 VF/NM, 6 VF/NM, 8 VF+, 9 VF+ 48.00
111 Fear 2, 10, 13-15 2 is VG+, others avg. VF 12.00
112. First Issue Special 1-3, 5-7, 9, 11-13 avg. VF/NM 15.00
113 First Issue Special 1-3, 5, 6, 9, 11-13 avg. VF+ 12 00
114 First Issue Special 1-3, 5, 9, 11, 13 avg. VF++ 11 00
115 Flash 138 G+, 141 G/G+, 142 G+, 143 G/VG, 144 G 21 00
116. Forbidden Worlds (Herbie) 114 FN/VF, 116 FN/VF 14.00
117 Forbidden Worlds 117 VF- 118 FN/VF, 119 FN/VF, 120 FN+, 122 FN/VF, 123 VF-. 29 00
118 Forbidden Worlds 126 VF-, 128 VF-, 134 VF-, 140 VF-, 145 VF- 28.00
119. Forbidden Worlds 130 VF, 132 VF, 135 VF, 144 VF 33.00
120. Forever People (1971) 1-6. 5 is VG+, others avg. VF 35.00
121. Freak Brothers Collected Adventures, Further Adventures 4, 5 avg. VF- 5.00
122. Gentle Ben 1 FN, 2 VG+ 6 00
123. Ghost Stories (Dell) 5-10, 12-16, 19-22, 24, 25, 32, 34, 35 avg. VG 14.00
124. 17 different Marvel Giant-Size Issues (1975) Includes: Capt. Marvel, Conan, Chillers, DD, Iron Man, Man Thing 5, etc avg. VF/VF+ 42 00
125. 13 different Marvel Giant-Size Issues (1975). Similar to Lot #84 avg. VF-/VF 28.00
126. 12 different Marvel Giant-Size Issues (1975). Similar to Lot #84 avg. VF- 23.00
127. 17 different Marvel Giant-Size issues (1975). Similar to Lot #84. Includes G.S. Spider-Man #1, avg. FN/VF 23.00
128. Girl From Uncle 2 VG+, 3 VG/FN 7.00
129. Godzilla 1-8, 12, 18, 19 avg. VF++ 13.00
130. Green Lantern 90, 99, 101, 102, 104, 114, 118, 127 avg. VF++ 12.00
131 Groo (Epic) 1 (2 copies, VF/NM) 4 00
132. Hero for Hire/Power Man 3, 4, 8, 11, 14-17, 19, 30, 32, 33, 34, 37, 39, 42, 43, 47, 51-54, 59, Giant-Size 1. avg. VF/VF+ 19.00
133. Hero for Hire/Power Man 3-5, 12, 14-16, 24, 26, 28, 29, 31-34, 36-40, 42, 44, 46-48, 51, 53, 56, 58, 59, Annual 1, Giant-Size 1 avg. FN+ 12.00
134. 14 different Horror/Monster Magazines, late 60's/early 70's/ Devillina, Weird, Voodo, Tales From the Crypt, Terror Tales, Pantha, etc. avg. FN/VF 39.00
135. Howard The Duck 1-23, 26, 30, Annual 1 avg. VF/NM 22.00
136. Howard The Duck 1-23, Annual 1 avg. VF/NM 20.00
137. Howard The Duck 1-21, 23, Annual 1 avg. VF++ 16.00
138. House of Mystery 145 FN, 156 FN+, 159 VF-, 192 FN+ 34.00
139. Hulk 103 FN, 104 FN, 105 FN/VF, 106 FN 49.00
140. Hulk 105, 109, Ann. 4 VG+ 14.00
141. Hulk 106-108 avg. VG 12.00
142. Hulk 107 FN-, 110 VG/FN 7.00
143. Hulk 110 FN/VF, 114 FN/VF, 115 FN/VF 15.00
144 Hulk 111 VF-, 112 VF/NM, 117 VF, 180 VF- 29.00
145. Hulk 111, 116, 118, 122, 133, 141, 144, 148, 160, 163, 170, 171, 173, 174, 191, 193, 204, 211, 214, 223, 233, 237, 240, 241, 242, Annual 6 avg. VG+ 14.00
146. Hulk 120, 140, 164, 170, 171, 173-175, 200, 223, 240, 243, 244, Annual 6 avg. VF- 18.00
147. Hulk 137, 140-142, 144, 146-148, 151-155, 158, 159, 166, 167, 170, 173-175. 1st 5 avg. VG+, others avg. VF 25.00
148. Human Fly 1-15, 18 avg. VF/NM 14 00
149. Inhumans 1-12 avg. VF++ 13.00
150. Invaders 1, 2, 4, 5-7, 9, 10, 12-20, 22-28, 30, 32, 33, 41, Annual 1, Giant-Size 1 avg. FN/VF 24.00
151. Invaders 2, 4, 5-7, 9, 10, 12-15, 18, 19, 23-28, 30, 32, 33, 38, 41, Annual 1, Giant-Size 1 avg. VF-/VF 27 00
152 Invaders 4-7, 9, 12, 15, 19, 20, 23-28, 30, 32, 33, 38 Annual 1, Giant-Size 1 avg. VF 27.00
153 Iron Man. 37 different issues from 26 to 130. Annual 2, 3 Giant-Size 1 (40 issues total) avg. VG 20.00
154. Iron Man, 16 different issues from 54 to 129, Annual 1-3, Giant-Size 1 (20 issues total) avg. FN/VF 14 00
155. Iron Man, 12 different issue from 91 to 129, Annual 1-3 (15 issues total) avg. VF+ 18.00
156 Jet Dream 1 VF+, 1 VF 13 00
157. John Carter, Warlord of Mars 1-23, 25, 27, Annual 1-3 avg. VF+ 20.00
158 John Carter, Warlord of Mars 1-12, 14-20, 27, Annual 1-3 avg. VF+ 16.00
159 John Carter, Warlord of Mars 1-12, 14-20, Annual 1-3 avg. VF 12.00
160. Jonah Hex 9, 10, 12, 14, 16-19, Jonah Hex Spectacular avg. VF/NM 24 00
161 Jonah Hex 9-13, 16, 17, 19, Jonah Hex Spectacular avg. VF-/VF 16.00
162. Jonah Hex 9-12, 16, 17 avg. VF/NM 13.00
163. Jungle Action 1, 4, 5, 13 avg. VF+ 13.00
164. Justice League 12 G-/G, 13 VG-, 14 G/VG 28.00
165 Justice League 16 G-, 17 VG-, 26 G, 31 G+, 42 VG- 25.00
166. Justice League 15 different issues from 82 to 112 avg. G/G+ 12.00 (3 extra copies of 112 included free!)
167 Ka-Zar 1, 3, 8-12, 14, 15, 17, 19, 20 7 is VG, others avg. VF 4.00
168. Ka-Zar 1-7, 9-12, 14-20 avg. VF-. 11.00
169 Ka-Zar 2-8, 10-12, 14-18, 20 avg. VF+ 16 00
170. Kid Colt 12 different issues from 114 to 212 avg.VF-/VF 15.00
171 Konga 6 VF, 19 FN/VF 19.00
172. Kull 1-10, 12, 26, 28, 29, avg. VF+ 29.00
173 Kull 1-10, 12-21-23, 25, 26, 28, 29. 1 is VG, others avg. VF 20 00
174. Lois Lane 12 VG-, 16 VG-, 20 VG- 27 00
175. Louis Lane 17, 20 FR 6.00
176. Lois Lane 19 G+, 22 G+, 23 G+ 18.00
177 Lois Lane 67, 74, 79, 80, 82, avg G/G+ 9.00
178 Lois Lane 124-137 avg. VF+ 26 00
179 Looney Tunes 98 VG-, 115 G+ 4.00
180. Looney Tunes 145, 181, 185, 204 avg. G- 3 00
181. Man-Thing 1-3, 5-22 avg. VF-/VF 22 00
182. Man-Thing 1, 2, 5, 6-11, 13-21 avg.FN+ 14 00
183. Man-Thing 2, 3, 5-11, 13-22 avg. FN/VF 12 00
184 Marvel Chillers 1-3, 5, 6 avg. VF+ 7.00
185. Marvel Feature (1971) 1 VF, 2 FN/VF, 3 VF+ 37.00
186. Marvel Premiere 1 VF, 2 VF+, 3 VF, 15 VF+ 32.00
187. Marvel Premiere 1, 2, 24, 27, 29-45, 49. Condition varies, avg. VG+ 11.00
188. Marvel Premiere 4-6, 16, 18, 19 avg. VF 13.00
189 Marvel Premiere 24, 25, Iron Fist 5, 6 avg. VF- 7.00
190. Marvel Premiere 24 different issues from 25 to 51 avg. VF+ 18 00
191. Marvel Premiere 26, 27, 32-35, 38, 47, 48 avg. VF+ 5.00
192. Marvel Premiere 29-47, 49 avg. VF 14.00
193. Marvel's Greatest Comics. 27 different issues from 25 to 85 avg. VF- 16.00
194. Marvel Spotlight 1 VF-, 3 VF-, 4 FN-, 6 VF- 18.00
195. Marvel Spotlight 3 (5 copies) avg. VF- 20.00 (2 lots available)
196. Marvel Super-Heroes, 44 different issues from 13 to 82 avg. VG+ 15.00
197. Marvel Super-Heroes. 40 different issues from 16 to 85 avg. VF 27.00
198 Marvel Super-Heroes. 41 different issues from 17 to 83 1st 10 avg. VG/FN, others avg. FN/VF 17.00
199. Marvel Tales 2-19, 22, 24, 25, 27, 29-33. Condition varies, avg. VG- 42.00
200. Marvel Tales. 23 different issues from 3 to 33 avg. G+ 17.00
201. Marvel Tales. 13 different issues from 5 to 33 avg. FN+ 16.00
202. Marvel Tales 5, 8, 27, 31, 32 avg. VF 20.00
203. Marvel Tales. 37 different issues from 34 to 110 avg. VG+ 14.00
204. Marvel Tales. 31 different issues from 35 to 105 avg. VF- 19.00
205. Marvel Tales. 19 different issues from 35 to 102 avg. VF+ 14.00
206. Marvel Team-Up 6-10, 12-20 avg. VF+ 58.00
207. Marvel Team-Up 7 VF/NM, 8 VF/NM, Ann. 1 VF/NM 16.00
208. Marvel Team-Up. 20 different issues from 19 to 84 avg. VF/NM 24.00
209. Marvel Team-Up. 21 different issues from 19 to 84 avg. VF+ 20 00
210. Marvel Team-Up. 37 different issues from 19 to 88, including Annual 2 avg. FN/VF 18.00
211. Marvel Triple Action 1-4, 6, 9, 16-18, 21-23, 25-36, 38, 39, 41 avg. VF- 25.00
212. Marvel Triple Action 1-7, 19, 21, 25-36, 38, 39 avg. FN/VF 16.00
213. Marvel Triple Action 1-7, 11, 12, 14, 15, 17-19, 21, 25-27, 29-33, 35, 36, 39. Condition varies, avg. FN+ 12.00
214. Marvel Two-In-One 1, 3, 6, 7, 9-11, 14-20, 25-29, 30-33, 35, 36, 40, 42, 43, 50, 52, Annual 1 avg. VF+ 43.00
215. Marvel Two-In-One 45 different issues from 1 to 59, includes Annual 1 Condition varies, avg. FN- 20.00
216 Marvel Two-In-One. 37 Different issues from 3 to 55, includes Annual 1 avg. VF- 19.00
217. Marvel Westerns. 25 different 1970's issues inc Kid Colt, Rawhide Kid, Western Gunfighters, etc. Condition varies, avg. VG+ 14.00
218. Master of Kung Fu. 26 different issues from 17 to 77, Includes Annual 1, Giant-Size 1 avg. VF+ 25.00
219. Master of Kung Fu. 37 different issues from 17 to 84, includes Giant-Size 1 Condition varies, avg. FN 18.00
220. Mighty Marvel Western 1, 5, 10, 42, 44, 1 is VG, others avg. VF 14 00
221. Monsters on the Prowl 9, 11, 15, 16, avg. VF 11.00
222. Monsters Unleashed (magazine, 1973) 1-7, 9-11 avg. VF- 29.00
223 Movie Comics (3) Bullwhip G. FN/VF, How the West...FN-, Rio Conchos VF+ 20 00
224. Movie Comics (5) Circus World VG-, Dirty Dozen VG+, 55 Days..VG, Good-Bye Mr. Chips VG, Operation Crossbow VG 17.00
225. Movie Comics (4) Creature (1964) VF, Two on A Guillotine VF+, "X" the man... FN/VF 40.00
226. Movie Comics (5) Die Monster Die VF-, Masque of the Red Death VF, Raven VF-. Tales of Terror VF 35 00
227 Movie Comics (3) Fall of the Roman Empire VF+ None but the Brave VF/NM Tomb of Ligela VF+ 32.00
228. Movie Comics (4) Dr. Who & the Daleks FN-, Jason + the Argonauts FN-, In Search of teh Castaways VG+, Magic Sword 30.00
229 Movie Comics (3) Dirty Dozen VG, Merrills Marauders FN/VF, Zulu VG+ 15 00
230. Movie Comics (3) Shaggy Dog FN/VF, Snow White VF-, Son of Flubber VF- 16.00
231. 4 copies of Mr Miracle #4 (1971) avg. VF+ (4 lots available) 12 00
232 Ms Marvel 1-5, 8-10, 12-15, 17, 19, 23, avg. VF/NM 11 00
233 Mysteries Of Unexplored Worlds 19 VG, 21 VG, 22 VG/FN, 23 VG+, 24 VG- 33.00
234. New Gods 1 VF, 1 G/VG 14.00
235. New Gods 11, 12, 14, 15 avg. VF+ 8.00
236 Nova 1-15, 18-20, 24, 25, avg. VF+ 15.00
237 Nova 1-4, 6-13, 15, 25, avg. VF++ 14 00
238. Nova 1-13, 15, 25 avg. VF+ 13.00
239. Our Army at War 183, 184, 199, 229, 245, 268, 276, 296, 297, Our Fighting Forces 165, 167, 176. Condition varies, avg. G/VG to VG- 11.00
240. Out of this World 10 G+, 14 G/VG, 16 G+ 18.00
241. Overstreet Price Guides 12-15 avg. VF+ 30.00
242. Overstreet Price Guides 16 VF, 18-20 avg. VG 10.00
243. Peter Parker 2 VF/NM, 3 NM, 4 NM-, 5NM, 7NM-, 8VF/NM, 27 NM, 28 NM 32.00
244 Peter Parker 2 VF+, 3 NM-, 4 VF/NM, 5 NM, 7 VF-, 27 NM-, 28 NM 28 00
245 Picture Stories from American History 4 G+, Picture Stories from the Bible 1 G+ 17 00
246. Ponytail (Dell) 12-641-209, 5-7 avg. VG 3 00
247. Power Pack 2, 4-9, 12-18, 20-26 avg. VF+ 8.00
248. Psycho (Skywald) 20 different issues form V.1 #2 (3/71) to 1974 Fall Special avg. VF- 89.00
249. Ragman 1-5 avg. VF+ 5 00
250. Rawhide Kid 42, 43, 45-47, 63, 83, 94, 6 others avg. VG- 29.00
251. Rawhide Kid 44, 45, 71, 74, 78 avg. G+ 12 00
252 Rawhide Kid 128, 130, 132, 138, 148, avg. VF/NM 15 00
253. Red Sonja 1-13, 15 avg. VF/NM 11.00
254. Rin Tin Tin 8 FN/VF, 12 FN/VF 17.00
255. 3 copies of Sandman #1 (1974) avg. VF++ (3 lots available) 11.00
256. Sgt. Fury 5 FN-, 14 FN/VF, 15 FN/VF, 18 FN-, 20 VF- 50.00
257. Sgt. Fury 5 VG, 7 VG-, 8 FR/G, 10 VG 25 00
258. Sgt. Fury 22-24, 26, 28, 29 avg. VG- 12.00
259. Sgt, Fury 27 FN, 29 VG, 30 VF-, 40 VF, 48 VF+, 58 VF+, Ann. 2 FN+ 32.00
260 Sgt. Fury 81-90 avg. VG+ 11.00
261. Sgt. Fury 19 different issues from 93 to 143, including Annual 6 avg. VG/FN 14 00
262 She-Hulk 2-10, 13-20, 22, 25 avg. VF+ 12.00
263. Shock (magazine 1969) 1-6, v.2#2, 4, 5 avg. VF+ 55.00
264. Spectacular Spider-Man (1968) 1, 2 avg. FN- 20.00
265. Spectacular Spider-Man 3-25, 27 avg. VF 50.00
266. Starslayer 3, Pacific Presents 1, 2 avg. NM 3.00
267. Star Spangled War Stories 135 G/VG, 145 VF-, 146 VF-, 153 VG/FN, 156 VG+ 24.00
268. Star Spangled War Stories 151, 178, 186, 191-193, 197, 198, avg. VG- 13.00
269. Star Trek (Marvel) 1-15, 17, 18 avg. VF 23.00
270 Star Trek (DC-1984) 1, 2 avg. NM 5.00
271. Strange Tales 128 FN+, 131 FN+, 136 FN+, 141 FN- 27.00
272. Strange Tales 131 VG+ 133 VG 18.00
273. Strange Tales 169-174, 176, 178, 182, 184, 187 avg. FN/VF 16 00
274. Strange tales 169-174, 177, 182-184, 186-188 avg VG+ 16.00
275. Stories by Famous Authors 2 FN, 3 VG+ 47.00
276. Sub-Mariner 2 FN-, 4 FN-, 9 FN/VF, 11, 12, 13 avg. VF 23.00
277. Sub-Mariner 34, 42, 65, 70, 71 avg. FN/VF
278. Sub-Mariner 34 (5 copies) avg. VF 17.00
279 Sub-Mariner 65-68, 70-72 avg. FN/VF 17.00
280. Superboy 121 FN, 126 FN+, 131 VG+, 132 FN, 133 FN+, 134 VG+, 137 FN+ 23 00
281 Superboy 126 FN, 146 FN, 151 FN+, 153 FN+, 157 FN+, 161 FN+, 168 FN+ 14 00
282 Superboy 148 FN/VF, 149 VF, 154 FN/VF, 162 VF, 163 VF, 164 VF-, 169 VF 21.00
283 Superboy 158, 159, 161-163, 166, 169, 174, 176-180, 189, 203, avg. VG 15.00
284 Superboy 219, 227, 228, 230, 231, 233, 234, 236, 237, 239, 241, 246, 249-254 avg. VF- 16 00
285 Superboy 219, 226, 227, 230, 231, 234, 236-238, 241, 246, 249, 252-254 avg. VF/NM 17 00
286. Superboy 221-231, 234, 238 avg. VF+ 12.00
287. Superman 124 FR/G, 128 FR, 138 FR+, 167VG (ad panel missing) 11.00
288 Superman 173 FR/G, 174 VG, 178 VG, 191 VG, 192 VG, 194 VG+, 195 VG 27.00
289. Superman 257, 263, 265, 271, 273, 275, 282, 283, 286, 290, 291, 293-295, 298, 300 301, 304, 310, 312, 314, 317-319, 333, 334, 339, 340 avg. VG 13.00
290. Superman 247, 251, 253, 273, 293, 300, 318, 319, 327, 330 avg. VF- 21.00
291 Superman Annual 3 G, 6 FN- 24.00
292 Superman Family 185-189, 192, 193, 196, 197 avg. VF+ 14 00
293. Super-Villain Team-Up 2, 5, 7-9, 11-13, 15, 16 Giant-Size 1, 2 avg VF- 12 00
294. Super-Villain Team-Up 2-8, 10-13, 15, 16, Giant-Size 1, 2 avg VF 17 00
295 Swamp Thing 7, 8, 11-15, 18, 20, original 1 (1977), (1979) avg. VF 28 00
296 Swamp Thing 7, 8, 11-15, 18-20, original 1 (1977) avg. VF- 22.00
297. Swamp Thing 7, 8, 11-15, 17, 19, original 1 (1977) avg FN/VF 17 00
298 Swamp Thing 7 (3 copies) Avg. VF (5 lots available) 17.00
299. Tales of Suspense 45 FR, 59 PR, 60 FR, 62 FR+ 16.00
300. Tales of the Mysterious Traveler (Charlton) 7G, 8 G-, 10 FR/G, 11 G+ 36.00
301 Tales of the Mysterious Traveler 9 VG- 10 G+, 12 VG 32 00
302. Tales to Astonish 76, 78, 89, 95 avg. G 6.00
303. Tales to Astonish 81 FN/VF, 84 FN/VF, 85 FN/VF, 97 FN/VF 29.00
304. Tarazan 172, 173, 175-180 avg. VF 24.00
305. Tarzan 181-188 avg. VF/VF+ 24.00
306 Tarzan 189-194, 196, 197 avg. VF+ 27 00
307. Tarzan 207, 208, 219, 222, 226, 227, 236, avg. VF- 14.00
308. Tarzan 207, 208, 220-222, 224, 226-228, 236 avg. FN/VF 12 00
309. Tarzan 207-209, 211, 215-219, 221-228, 236, 237 241, 249, 252-254, condition varies, avg. VG-. 16.00
310 Tarzan 207 (3 copies) avg. VF+ 19 00
311 Tarzan 207 (4 copies) avg. VF- 17 00
312. Teen Titans (60's) 27, 45-48 avg. VF 12.00
313. Teen Titans 39, 50-52, New Teen Titans 2, 5, 6 avg. VF 12.00
314. Terry Toons 2, 19, 29, 34, avg. G+ 18.00
315. Terror Tales (Eerie) vol.1 #8-10, vol.2 #1-3 avg. FN 22.00
316. 48 different issues of Thor from 184-287, including Ann.3. 1st 10 avg. VG+, others avg. VF+ 40 00
317 41 different issues of Thor from 194-272 avg. FN/VF to VF 28 00
318. 50 different issues fo Thor from 195-296, including Ann 7 avg. VF 32 00
319. Tomb Of Dracula (magazine 1979) 1-6 avg. VF+ 12 00
320. Tomb of Dracula 20, 23, 24, 55, 59, 60, 62, 64, 70, avg. VF/VF+ 19 00
321 Tomb of Dracula 20, 22-24, 59, 60, 62, 70, Giant-Size 4 avg. VF- 14 00
322. Uncle Scrooge 14 VF-, Uncle Scrooge & Money 1 VF+ 29 00
323. Unknown Soldier 214, 225, 227, 229, 240, 241, 242, 227 is G+, others avg. VF+ 12.00
324. Walt Disney's Comics & Stories 109, 180, 186 avg VG- 7.00
325 Walt Disney's Comics & Stories 140, G/VG, 242 FN-, 391 NM- 11.00
326. WDC&S 141 VF+, 143 FN/VF, 144 VF+, 154 VF+ 193 VF- 52.00
327 WDC&S 237, 244, 246, 257, 261-263, 268, 270-272 avg. VG-/VG 12 00
328 Warlock (1972) 1-15 #4 is VG, others avg. VF29 00
329 Warlock (1972) 3, 5, 8, 9 avg. FN/VF. 8 00
330. Web of Spider-Man 1-25, Ann. 1, 2 avg. NM 26.00
331 Weird (Eerie, 1966) - 19 different issues from Jan '66 (#1) to Feb. '70. avg. FN+ 85.00
332. Western Gunfighters 1, 2, 9, 33. 2 is VG+, others avg. VF+ 14.00
333. Where Monsters Dwell 1-5, 9, 1 is FN-, others avg.VF 16.00
334. Wolverine (1982) 1-4 avg. VF/NM 19.00
335. World's Finest 123, 147, 151, 155, 156, 159, 169, 172, 176, avg. G/VG 17.00
336. World's Finest 126 G/VG, 127 G, 129 VG-, 135 VG, 144 VF 15 00
337. World's Finest 150 VG+, 151 FN, 152 FN, 153 FN, 156 VG+ 20 00
338. World's Finest 181, 206, 209, 214, 230, 234, 237 239-241, 245, 249-253, 256, 257, 259 avg VF 45 00
339 34 different issues of World's Finest from 196-259 1st 22 issues avg VG-, last 12 avg. VF 33 00
340 26 different issues of World's Finiest from 206-259 Condition varies, avg. FN+ 22 00
341. World's finest 239, 241, 250-253, 256, 257, 259 avg VF+ 16.00
342 Worlds Unknown 1, 2, 4-8, 1 is VG/FN, others avg FN/VF 9.00
343. X-Men 65 FN-, 85 FN/VF 12.00
344 X-Men 90-93 avg. FN- 19.00
345 X-Men 136 VF/NM, 137 VF, 139 VF, 158 FN/VF, 162 NM 21.00
346. X-Men 162 NM, 171 NM-, 201 NM, 205 NM-, 210 NM, 211 NM, 212 NM-, 213 NM, 222 NM-, 225 NM-Giant Size 2 VF/NM 40.00
347. X-Men 201 NM-, 205 NM- 210 NM-, 211 NM-, 212 NM-, 213 NM, Giant Size 2 VF+ 30.00
348. X-men Giant Size 2 VF-, Ann. 3 VF 12.00

THE FOLLOWING LOTS REQUIRE EXACT SHIPPING

Bulk Comic Lots

Exact shippping required
349 300 different 1960's comics avg G 89 00
350. 300 different Marvel & DC comics, our choice. avg. NM 34 00
351 300 different 1970's comics, our choice avg. VF (includes at least 25 #1 issues) 89 00
352 300 different 1970's comics. 1-3 of a #, at least 150 different, avg. VF (Includes at least 35 #1 Issues) 69 00
353 300 1980's comics, 1 or 2 of a #, at least 235 different. avg. VF/NM 42 00
354 300 different 1990's comics, our choice, At least 100 Marvel and D C avg NM 23 00
355. 300 1990's comics, our Choice 1-3 of a # avg, NM 15.00
356. 50 different 1980's Marvel and DC #1 issues, avg VF/NM 30.00
357. 25 different 1970's Marvel & DC #1 issues avg VF+ 29 00
358 300 different #1 issues, 75 from 70's, 150 from 80's 75 from 90's. mostly Marvel & DC, some Atlas, Charlton, etc. avg. NM- 169.00
MANY OTHER TYPES OF BULK LOTS ARE AVAILABLE, IN QUANTITIES FROM 100 TO 100,000. PLEASE CALL AND TELL US WHAT YOU NEED.

CRISIS

(From Page 40)

Anti-Monitor's power to the point at which he realized that, by destroying all the positive matter universes, he could triumph over The Monitor.

Lyla resumed the narration, detailing The Monitor's observations of the heroes and villains over the past year, along with his rescue of a girl adrift at sea — a girl who would grow up to become Lyla.

After these revelations, a group of heroes was assembled to take the battle to the anti-matter universe.

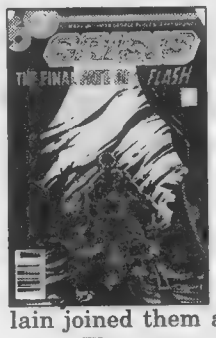
The heroes were, for the most part, the most powerful beings on their respective Earths and included both Supermen, Supergirl, Firestorm, Mon-El, Lady Quark, Jade, Captain Atom, Martian Manhunter, the Golden Age Green Lantern, Dr. Light, The Ray, Wonder Woman, and Wildfire.

After going through a dimensional rift opened by Alexander Luthor, the group discovered that their powers didn't work normally in the anti-matter fortress of The Anti-Monitor and even such powers as invulnerability were weakened. Superman of Earth-1 and the new Dr. Light were the first to discover The Anti-Monitor's solar collector that was reducing the vibrational frequencies between the Earths, causing them to merge.

By destroying the collector, they could stop the merging and save the Earths. As he moved to destroy the machine, Superman was attacked by The Anti-Monitor, and Supergirl flew to his rescue. Her heroism inspired Dr. Light, who to that point, had been a reluctant participant, at best. Supergirl destroyed The Anti-Monitor's outer armor and slammed the villain into his solar collector, destroying it.

As **Supergirl** was about to deliver her final blow, Dr. Light called to her, distracting her long enough for The Anti-Monitor to hit her with a concentrated blast of anti-matter and escape. The remainder of the issue was taken up with Supergirl's death scene and funeral.

Bury me not ...



'Crisis' #8. Death was the order of the day, as the cover promised "The Final Fate of the Flash." The Psycho Pirate told The Flash that he was scared of what The Anti-Monitor was going to do. In a new suit of armor, the villain joined them and revealed his new plan. The scene shifted to Apokolips, where Darkseid had used his energies to cloak his world from The Anti-Monitor and then sat back to see who would triumph.

Dissent among the Guardians of the Universe was the next topic addressed, laying the groundwork for the return of Guy Gardner. The heroes took a short breather, as The Legion analyzed the situation with five Earths that were no longer merging — but that needed to be separated if they were going to survive long-term. Other heroes paid a visit to the JLA satellite, where T.O. Morrow was drafted into service to restore his creation, The Red Tornado. The satellite was destroyed during these activities, Morrow was teleported by Brainiac, and Blue Devil found himself a guest of The Omega Men, while the rest of the heroes managed to get to safety before the satellite blew up.

The story returned to Qward, where The Flash escaped, captured Psycho Pirate, and turned him against The Anti-Monitor. After turning a number of thunderers against The Anti-Monitor, **The Flash** entered The Anti-Monitor's anti-matter cannon and destroyed it, giving up his own life.

With the loss of his ultimate weapon, The Anti-Monitor absorbed the energy of his own universe to travel back to the dawn of time, a trip that attracted the attention of The Spectre, who could only scream as he realized that he couldn't stop The Anti-Monitor alone. The issue concluded with a quote from William Knox in tribute to The Flash.

Here a villain, there a villain

'Crisis' #9. George Pérez' busiest cover graced an issue in which the villains took over Earth-S, Earth-X, and Earth-4, holding them ransom for control of Earth-1 and Earth-2. Guy Gardner was restored as a Green Lantern, and an anti-matter flare killed several Guardians, as the issue began. Before the villains attacked the three Earths, they were briefed by Lex Luthor of Earth-1 and Brainiac, who had destroyed the Lex Luthor of Earth-2. After constructing an

Don't have a Crisis, but prepare to traverse multiple pages to Page 76, where this story continues.

INSURANCE

- ☑ **Collector annual rates:** $3,000 for $12, $10,000 for $32, $25,000 for $82, $50,000 for $165, $75,000 for $213, $1/$1,000 above $75,000. Call for a free detailed information package. Ask for a comic collector, dealer or collector/dealer rate quote.
- ☑ **We insure: Comics**, animation art, autographs, bears, books, bottles, ceramics, china, clothing, comics, crystal, currency, dolls, ephemera, figurines, glass, military collectibles, movie/TV/sports memorabilia (except sports cards), photos, postcards, posters, prints, records, stamps, textiles, toys, trains, and many other collectibles. Call and ask if we insure what you collect.
- ☑ Our insurance carrier is **Best's rated A+** (Superior), size XV (the largest). The latest Best's report gladly sent on request.
- ☑ Crime, fire, flood, earthquake, hurricane, wind, tornado, natural catastrophe, travel, shows, exhibitions, unattended auto, breakage, worldwide mail, worldwide shipping, property of others, show thefts, and many other risks. We offer an **all risks coverage** with very few exclusions. Specimen copy sent on request.
- ☑ We use professionals and experts to help determine **current replacement value.** We pay current collectible market retail prices for collector losses, current collectible market wholesale prices for dealer losses. Over $17 million in collectible claims paid.
- ☑ **Collectibles coverage exclusively.** Over three decades experience insuring collectibles and handling collectible losses.
- ☑ **We do not require a detailed inventory or professional appraisal.** Collectors list individual items over $5,000 in value. Dealers do not need to supply any itemized inventory, we realize your stock turns over and is too large for an inventory.
- ☑ **VISA, MasterCard & Discover** welcome. We have a full time staff devoted to insuring collectibles and servicing our insureds.

CALL TOLL FREE 888-837-9537
FAX 410-876-9233

Collectibles Insurance Agency
P.O. Box 1200 CBG
Westminster, MD 21158
E-mail:collectinsure@pipeline.com
Website: www.collectinsure.com

A NETWORK OF CLASSIFIEDS!

krause publications, the world's largest hobby & collectibles publisher, is proud to announce that every classified word ad placed in its periodicals will appear on the Internet's largest collectible classified site at **www.collectit.net**. In addition to reaching your target audience through Krause's periodicals, your ads will also reach thousands of collectors on the World Wide Web!

OVER 20,000 ADS!

collectit.net
IF YOU COLLECT IT – YOU'LL FIND IT

- Fully Searchable
- Regularly Updated

Place your classified word ad in Comics Buyer's Guide your ad will also appear on the Internet at no additional charge to you.

FOUR EASY OPTIONS

BY INTERNET: Visit our web site at **www.collectit.net** to place order with your credit card.

BY MAIL: Send payment by check, money order or credit card, mail to **Comics Buyer's Guide,** Classified Advertising Dept., 700 E. State St., Iola, WI 54990-0001.

BY FAX: Complete classified ad form, include your credit card number, expiration date, Fax to **715/445-4087**.

BY PHONE: Call 1-800-942-0673, 7 a.m. - 7 p.m. M-F. Please have your credit card number and expiration date ready.

COMICS BUYER'S GUIDE
700 East State Street • Iola, WI 54990-0001
1-800-942-0673 • Fax: 715/445-4087
http://www.collectit.net

COMICS BUYER'S GUIDE

Customer Satisfaction: Priority #1

You, our customer, are our highest priority. You have our word on it!

CUSTOMER SERVICE INFORMATION

• RENEWING YOUR SUBSCRIPTION:
We automatically will notify you by mail when your subscription is nearing expiration. You also can refer to your magazine mailing label for the expiration date.

• GIVING A GIFT SUBSCRIPTION:
A great gift idea. Just give us a call or write to us for rate information. We'll let them know who it's from and notify you when it is expiring if you wish to continue the subscription.

• CHANGING YOUR ADDRESS:
If you are moving or going on vacation we can change your address or put a temporary hold on your subscription.

Write Customer Service at:

COMICS BUYER'S GUIDE

700 E. State St.
Iola, WI 54990-0001
or call us at:
(715) 445-2214
ext. 257

COMICS BUYER'S GUIDE GUARANTEE: *If for any reason you are not completely satisfied with your* **Comics Buyer's Guide** *subscription, simply write or call and we'll refund your money on all unmailed issues.*

Mastering 'Crisis':
A visit with Marv Wolfman

By Matt Brady

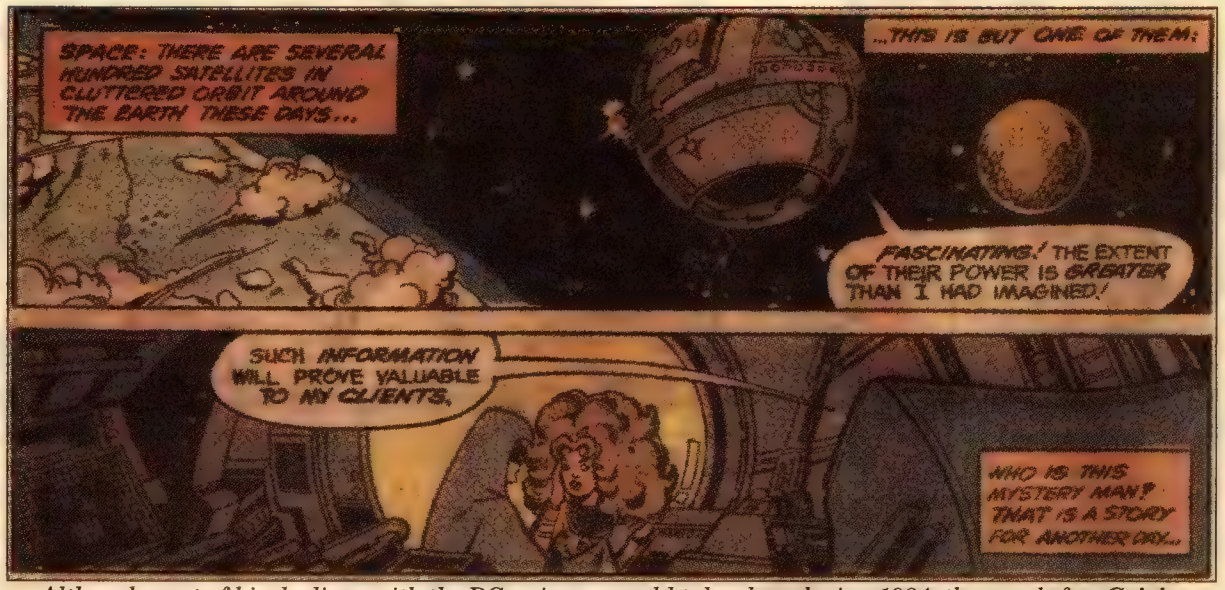
'Crisis on Infinite Earths': The Instigator

"Crisis was something I had wanted to do from my earlier fan days in order to 'fix' the DC universe"
— Marv Wolfman

It was 1985, and the DC universe was a mess. The victim of decades of countless alternate Earths stories, the DC universe had become a complex morass of alternate heroes, alternate histories, and convoluted story lines. Over the years, if a creator came up with a story that didn't fit mainline DC continuity, it was deemed to have taken place on an alternate Earth, where it could develop fully without a chance of harming current continuity.

Flash #123 in 1961 introduced the concept of multiple Earths, separated by mere vibrational frequencies. Readers who had been on board since that landmark issue understood the concepts perfectly. Earth-1 held the modern DC heroes; Earth-2 was home to the Golden Age DC heroes; Earth-3 was (for want of a better term) an "opposite" version of Earth-1 (with heroes as villains and villains as heroes); Earth-S was home to such Fawcett heroes as Captain Marvel; Earth-C was home to Captain Carrot and the Amazing Zoo Crew; *etc., etc., etc.*

However, try to explain all that to a new reader who just wanted to pick up a DC comic book for a good story. You couldn't. And no new readers meant no new money for the company. Something had to be done. Something drastic. Taking its name from classic *Justice League* stories, where the JLA would travel to an alternate Earth to save it, *Crisis on Infinite Earths* was born as a means to reduce and simplify the convoluted history of the DC universe.



Although most of his dealings with the DC universe would take place during 1984, the year before ***Crisis on Infinite Earths*** *began, The Monitor made his first "appearance" in* ***New Teen Titans*** *#21 (Jul 82, above) and his second (along with Lyla's first) in* ***New Teen Titans Annual*** *#2 (83, below left).*

From fanboy to universe remodeler

From the outset, *Crisis on Infinite Earths* had its genesis in the mind of Marv Wolfman — but not Marv Wolfman, comic-book writer. *Crisis* began long before that, somewhere in the recesses of the mind of Marv Wolfman, comic-book fan.

"*Crisis* was something I had wanted to do from my earlier fan days in order to 'fix' the DC universe," Wolfman said. "The Monitor, under a different name but serving the exact same purpose, was a character I created when I did fanzines. When I realized that I would never do this type of maxi-series at DC because it was just too big, I put him into *The New Teen Titans* as the mysterious Monitor, a character who was playing behind the scenes for his own purpose."

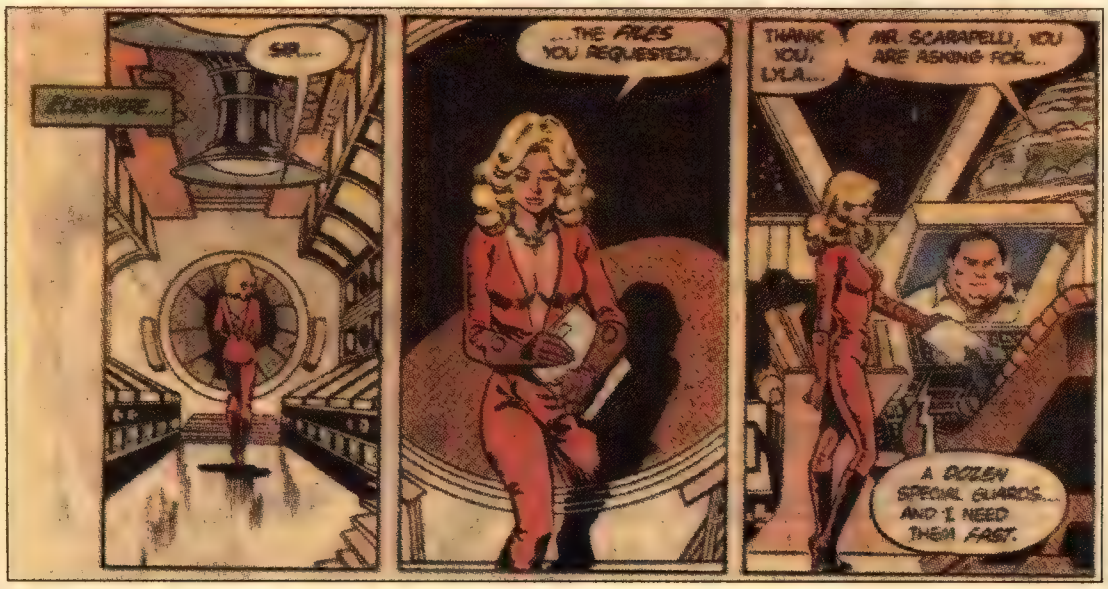
As Wolfman ascended the editorial ladder at DC however, *Crisis* came back to mind, and, to his surprise, when he pitched it in the early '80s, it was accepted. The question then became when should DC publish the series that would streamline the universe as the DC characters knew it? "The original concept of *Crisis* was going to come out several years earlier," Wolfman said. "However, we decided that we needed to do more research for the series and go over all of the DC characters with a fine-toothed comb. We hired Peter Sanderson to do that and, at the same time, we decided to work on DC's *Who's Who*. We figured that this would be a good way of accomplishing all of our research for the series.

"Needless to say, the research took us a lot longer than we expected. The office began to get concerned, because we were spending money without any tangible result — and in 1983, when all the information came in, they said we could start the series.

'That's when I pointed out that DC's 50th anniversary was coming up in a year and a half, and that it'd be a great coup for *Crisis* to take advantage of. The office agreed, and we were able to start working on the plots right then, a year and a half before it started coming out."

With *Crisis* given the green light, Wolfman quickly brought the pieces of the story back together. "I had to jury-rig the Monitor stories that were done in *Titans* to make sense with the rest of *Crisis*," Wolfman said. "That allowed the *Titans* stories to serve as a prologue of sorts to the series. This was something that I always believed in and always thought would be enormously big. Because of that, it was something that had been on my mind for years and years and was relatively easy to crank out, rather than having to turn out a maxi-series because the previous one sold. *Crisis* was to serve a very specific purpose: clean up the DC universe make it accessible to new readers."

(Continues on Page 46)



TRI-STATE ORIGINAL ART, INC.

245 W. Chestnut Hill Rd., Newark, DE 19713
(302) 737-9215, 5 PM - 9 PM. Mon.-Fri. EST
Items held for 7 days.

Postage/Insurance not included.
VISA/MasterCard Accepted

CBG Customer Service Award - 1998

1. **MIKE MIGNOLA** - 6"x8" image size of Hellboy riding Demon $175.00

2. **PAT OLLIFFE** - Cover to Unlimited Access #3; Perez inks $350.00

3. **MIKE ZECK** - Portfolio plate measuring 10"x15" image size $600.00

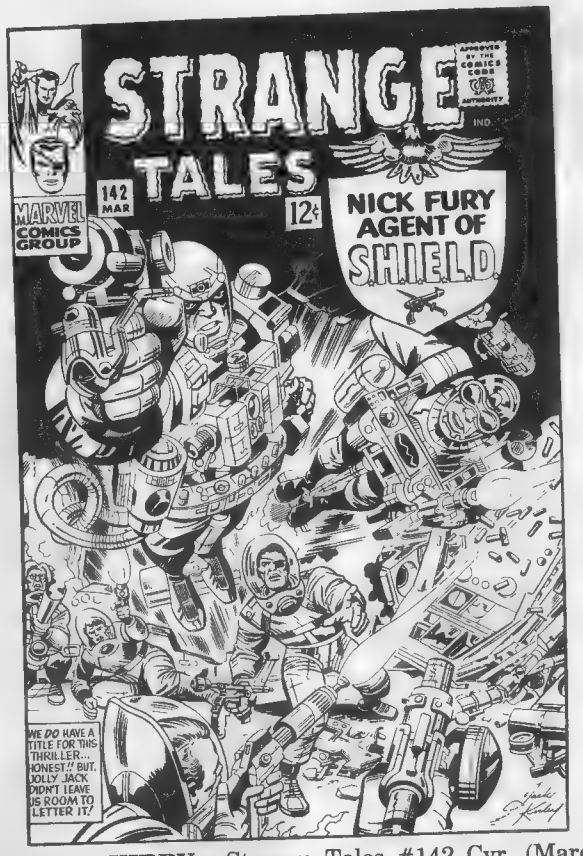
4. **TRAVIS CHAREST** - Wildcats/X-Men Prime #1 p.28; ink + watercolor $900.00

5. **JIM LEE** - Iron Man #6 p.1 splash featuring Hulk $550.00

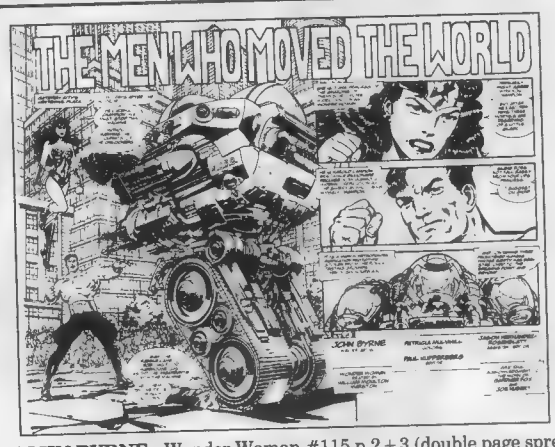
6. **MARIE SEVERIN** - Not Brand Echh #8 p.1 splash; signed $375.00

7. **BRUCE TIMM** - 8"x11" World's Finest cover prelim. $225.00

8. **JACK KIRBY** - Tales of Suspense #85 p.10; Batroc App. $1,100.00



9. **JACK KIRBY** - Strange Tales #142 Cvr. (March 1966) - One of the earliest existing Marvel cvrs. and the earliest known S.T. example; signed $16,000.00



10. **JOHN BYRNE** - Wonder Woman #115 p.2+3 (double page spread) $250.00

11. **DAVID FYNCH** - Cyberforce #29 p.6+7 (double page spread); Joe Weems inks $350.00

12. **NEAL ADAMS** - Brave + Bold #79 p.3 .....$450.00

13. **BOB MCLEOD** - Unused Marvel Team-Up #92 cover $225.00

14. **WHILCE PORTACIO** - Iron Man #1 p.3 .....$145.00

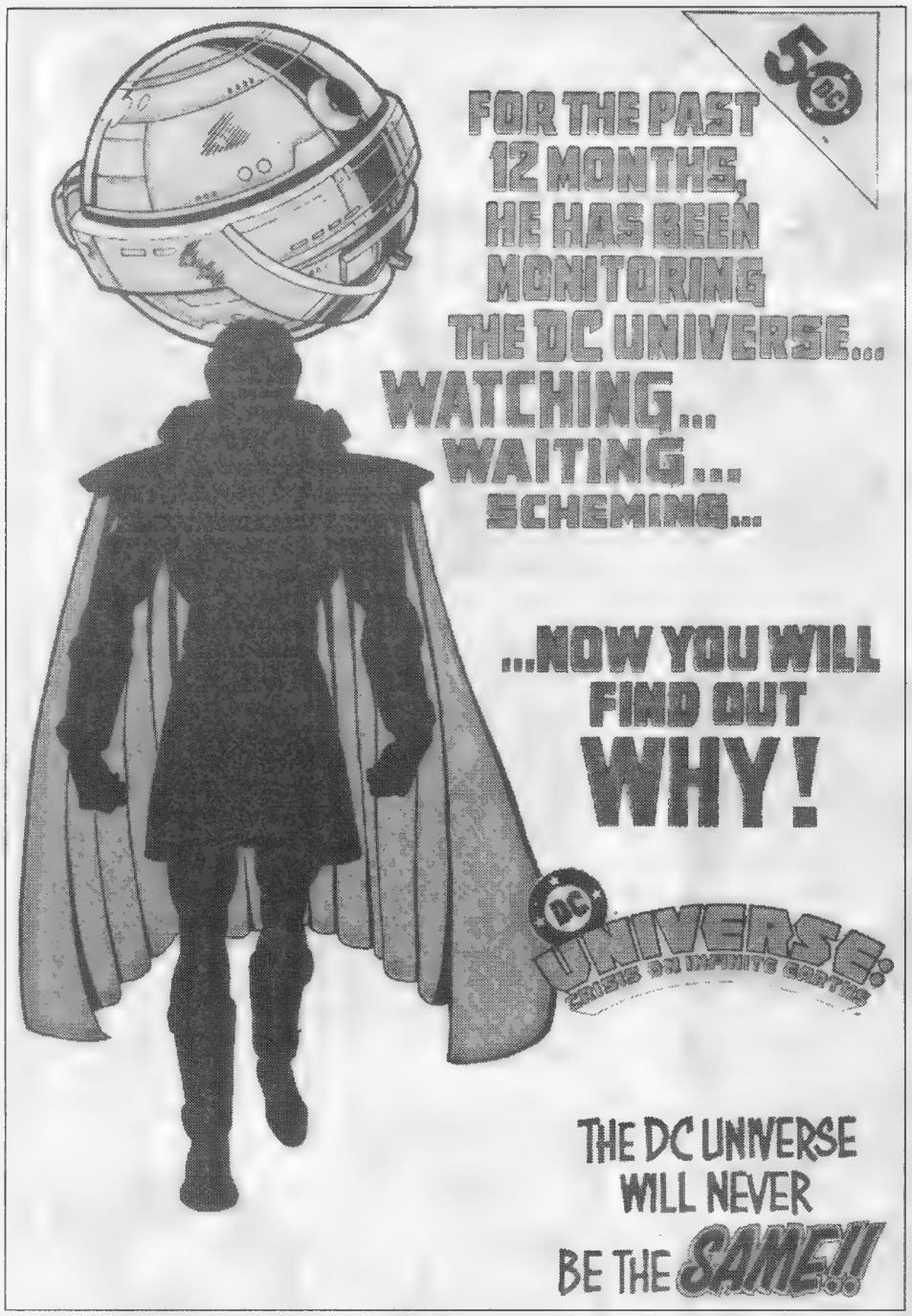
15. **CURT SWAN** - Action Comics #418 p.7; Luthor App.; signed $225.00

16. **TIM TRUMAN** - Cover to Scout War Shaman #12 ....$350.00

17. **JOHN BUSCEMA** - Silver Surfer #14 p.8; Spidey App. $525.00

18. **BILL STOUT** - Alien octopus sketch 7"x8" image size and signed $90.00

19. **BILL SIENKIEWICZ** - Moon Knight #18 p.19; signed by the writer $110.00



Before it was ***Crisis on Infinite Earths****, the maxi-series was known as* ***Universe: Crisis on Infinite Earths****, in a couple of DC house ad in late 1984.*

WOLFMAN
(From Page 44)

Somebody's gonna die

As the storyline of *Crisis* solidified between Wolfman and penciller George Pérez, so did *Crisis*' most controversial feature — the hit list, characters that would die in *Crisis*.

Acknowledging that every character was someone's favorite, Wolfman and company knew they had some hard decisions to make. "Several of us sat down together — myself, Bob Greenberger, Len Wein, and a few others," Wolfman said. "We started talking about certain characters who were essentially dopplegangers who had no real purpose in the coming DC universe — and characters who would be, for lack of a better term, cannon fodder that really served no purpose, if we were going to start cleaning up the universe."

Cannon fodder or renowned hero, killing a certain female character in the series made fans across the comics world sit up and take notice. Nary a tear was shed when the Bug-Eyed Bandit bought it, but the death of Supergirl moved fans to tears. Her death is something Wolfman accepts full responsibility for. "I had proposed that we kill Supergirl, almost jokingly, but with a strong reason behind it," Wolfman said. "My feeling was that Superman needed to be the sole survivor of Krypton. By 1984, the entire population of Krypton had been on Earth at least once, and it seemed that only about three Kryptonians were actually killed when Krypton blew up. The rest had survived in various ways, and that all took away from the unique nature of Superman."

While Wolfman may have suggested Kara Zor-El should die, he hardly expected the response he received from upstairs. Management agreed, and Kara's fate was sealed.

Other characters who would be killed in *Crisis* came from suggestions from two main sources: Editors, who could ask for a certain character to be killed if they were planning on introducing a new version; and "Upstairs" — management whose names have faded from Wolfman's memory (lucky for them), who could suggest major heroes be killed for reasons of their own.

Additionally, heroes with two versions, such as a Golden Age and Silver Age Green Arrow, both named Oliver Queen, could either be merged into one hero for the new universe, or have one version killed, leaving one for the future.

One of those characters whose actual "hitman" remains hidden in the mists of time is the harbinger of the Silver Age — The Flash. "I honestly don't know who put him on the list, but, once we saw The Flash on the list, we didn't expect him to be approved, since he was the first of the Silver Age characters, but he stayed," Wolfman said.

"To me, all three Flashes could have existed simultaneously, because that was a grandfather-father-son dynamic I would have played to, had I been involved. However, I was asked to kill Barry, so I did that. While I couldn't save The Flash outright, what I *was* able to do was plant something in the death of The Flash that could bring him back and I immediately informed the other editors, in case they decided to do that. However, Wally West was chosen to replace Barry Allen officially, and no editors ever acted on it."

While, 13 years later, it may seem that Wolfman's hit list was indiscriminate, including such notables as The Huntress, Robin of Earth-2, and many "red shirts" such as Prince Ra-Man and Angle Man, he did have standards. "I refused to kill any character that was created in the '40s," Wolfman said. "This may sound fanboyish, and I certainly admit to that on many occasions, but I didn't want to kill any characters who were created before I was born.

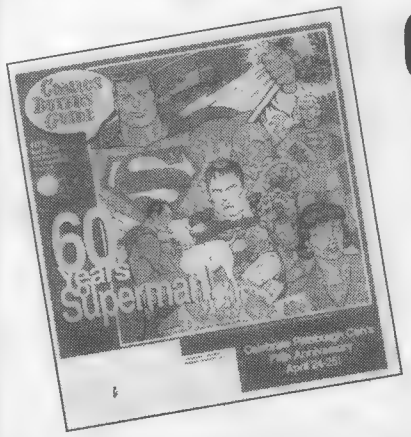
"My belief as a writer is that there is almost no reason to ever kill a character, and certainly none to kill someone *else's* character. If you don't like the character, you just don't write it. You don't use it. You write them out of continuity, have them quit, have them leave, or you just don't use them. I'm against a lot of the killing of characters that we've seen in the time since *Crisis*.

"I killed characters that I created specifically to kill in *Crisis*," Wolfman continued. "Kole in the Teen Titans was created to die there, and I knew from the day that she was created that that was what was going to happen. I resented it afterward, because I really fell in love with the character. But that was her purpose originally, so she died.

(Continues on Page 80)

The Monitor paid a visit to The Haunted Tank's ghostly guardian in ***G.I. Combat*** *#274 (Feb 85).*

DEALERS, RETAILERS...



CASH IN
ON THESE PROFITS

SELL THIS POPULAR MAGAZINE IN YOUR STORE OR AT SHOWS AT NO RISK!

WE OFFER:

- *Attractive Discounts*
- *Full Credit On Unsold Copies*
- *Free Shipping (U.S.)*
- *Free Display Material*

. Comics Buyers Guide .

FOR INFORMATION ON INCREASING YOUR PROFITS, CALL KRAUSE PUBLICATIONS MAGAZINE RETAIL SALES DEPARTMENT AT 800-894-4656 EXT. 580

Please contact me about increasing my profits

Name _____

Address _____

City _____

State _____ Zip _____

Telephone _____ BG

Krause Publications • 700 E State St • Iola, WI 54990-0001
FAX: 715-445-4087 • www.krause.com

SILVER AGE GOODES FOR SALE

Action Comics
228 F/VF $95.00
237 VG 45.00
239 VG/FINE .. 57.00
252 FINE 400.00
254 VF 160.00
263 FINE 47.00
267 FINE 130.00
268 FINE 34.00
273 F/VF 35.00
277 VF 45.00
279 F/VF 35.00
281 F/VF 40.00
288 VF 30.00
293 VF 50.00

Adventure Comics
258 FINE 39.00
259 F/VF 31.00
268 F/VF 45.00
269 FINE 63.00
273 F/VF 40.00
275 VG 45.00
280 VF/NM 80.00
282 VG 32.00
285 VF+ 95.00
288 F/VF 40.00
291 VF 42.00
297 VF 35.00

Aquaman
6 FINE 34.00
7 F/VF 45.00
14 VF+ 50.00
19 VF 45.00
38 VF 35.00

Atom
1 VF- ..... 425 .00
2 VF- 175.00
3 FINE 75.00
6 FINE 30.00
9 FINE+ 50.00
17 VF 35.00
29 FINE 49.00
36 VF 40.00
38 VF 30.00

The comics listed here are carefully and conservatively graded by Overstreet Standards. We have a large stock of Golden and Silver Age keys in high grade. We are currently buying high quality, early comics. Call us!

Terms of Sale
- Call to confirm availability.
- Add $5 postage on all orders under $100.
- Checks OK, but must clear before shipping.
- 7-day return privilege.
- Satisfaction Guaranteed.

SMRC Comics
6927 Red Road
Coral Gables, FL 33143
(305) 665-4020 • (800) 826-3089

Order your **New Comics** or **High End Collectibles** in advance and save big money! Give us a call. See how much we can save you!

We are proud to have received the CBG Customer Service Award 12 years in a row.

CBG Customer Service Award - 1986 · 1987 · 1988 · 1989 · 1990 · 1991 · 1992 · 1993 · 1994 · 1995 · 1996 · 1997

M & M Comic Service
P.O. Box 6, Orland Park, IL 60462-0006
Call toll free - 1-888-MMCOMIC (888-662-6642)
www.mmcomics.com

DISCOUNT POLICY:
Orders of $100 or more take off 10%.
Orders of $200 or more take off 20%.
Orders of $300 or more take off 30%.

CBG Customer Service Award - 1997

COMIC - MAN BONANZA!!!

JONATHAN LOEW
3762 W. 11th Ave. Suite #127, Eugene, OR 97402
Tel. 541-607-8685

All books strictly graded. Include $4 (shipping & insurance) with all orders & if not satisfied return within seven days for full cash refund. Money orders clear instantly, personal checks must clear first. Make all checks or money orders payable to: Jonathan Loew.

MARVELS

AMAZING SPIDER-MAN
#6 Fair two ad pages out, story complete $65
#7 GD ad pages out, story complete $75
#12 GD+ nice $100
#16 FN- $100
#32 VG $30
#34 VG+ $30
#37 G+ $18
#39 VG $25
#111 FN $12
#113 NM- $25
#252 NM $20
#289 NM $20
#300 NM $65

DAREDEVIL
#3 G+ $50
#4 VG $65
#5 FN- $70
#34, #35, #36, #37, #48 overall FN-, sold as a "lot" only $100

FANTASTIC FOUR
#21 G- $20
#21 G+ $25
#26 FN $100

MARVEL COLLECTORS ITEM CLASSICS
#5 FN $8
#14 FN $6

IRON MAN
#2 VG $20
#7 FN $15
#11 FN $15

FANTASY MASTERPIECES
#10 FN+ $20

STRANGE TALES
#96 Fair+ $15

TALES OF SUSPENSE
#24 VG $36
#31 GD+ $30

TALES TO ASTONISH
#17 VG- $35

CONAN
#8 FN $15
#13 VF $15
#15 FN- $8

SILVER SURFER
#6 FN- $25
#10 VF $25

UNCANNY X-MEN
#65 NM $50
#213 NM (two copies available) ..... $15 ea.
#248 NM $15

STRANGE TALES LOT
#131, #133, #144-2 copies avail., #163, #166 sold as lot only. Overall cond. FN $65

D.C.

ADVENTURES OF DEAN MARTIN & JERRY LEWIS
#37 VG $16

ALL-AMERICAN MEN OF WAR
#106 VG $8
#23 VG+ $45
#51 FN- $18
#86 FN- $16
#110 VG+ $10

ANTHRO
#1 FN $15

AQUAMAN
#50 FN+ $12

D.C. SPECIAL
#1 FN- $15

ADVENTURE
#268 FN $35
#326 VG+ $8
#345 VG $5
#347 VG $5
#369 VG+ $5
#438 VF+ $8
Or as "lot" $25

BLACKHAWK
1st DC Issue #108 FN $120

BRAVE & BOLD
#43 VG $65
#51 FN $75
#72 VG- $8

BATMAN
#131 FN- $50
#176 FN+ $45
#187 VF+ $65
#193 VG $25
#213 VG+ $30
#229 FN $15
#245 FN $15
Eighty Pg. Giant #5 Batman FN $60
Giant Batman Annual #7 two copies avail. FN $40
FN- $30

BUZZY
#75 FN+ $10

MY GREATEST ADVENTURE
#23 FN $55
#40 FN $30
#40 FN- $25

JUSTICE LEAGUE OF AMERICA
#31 FN- $30
#112 FN+ $10
#61 FN- $10

NEW GODS
#1 two avail. VF .... $30 ea.

SGT. ROCKS PRIZE BATTLE TALES
80 Pg. Giant #7 FN $60

OUR ARMY AT WAR
#190 VG $20
#185 VG $10
#119 VG+ $15

METAL MEN
#12 FN $15

STAR SPANGLED WAR STORIES
#141 VF- $25
#142 FN+ $20

STRANGE ADVENTURES
#8 GD $75
#159 FN- $15
#168 FN- $10
#174 VG+ $10
#199 FN+ $8
#177 VF $10
#175 FN $10

MYSTERY IN SPACE
#3 FN $240
#7 VG $90

GOLD KEY & DELL

TUROK
#53 FN- $8

RIFLEMAN
#2 FN- $30
#12 NM+ $75

GET SMART
#2 FN $15

BEWITCHED
#7 VF $25

GOMER PYLE
#2 FN- $20

LT. ROBIN CRUSOE, USN
FN- $15

GIRL FROM U.N.C.L.E.
#1 FN- $30

WYATT EARP
#7 FN $20

(#1) HAVE GUN WILL TRAVEL
#931 FN+ $40

NO TIME FOR SERGEANTS
#914 VF $60

RAT PATROL
#6 FN- $12
#5 FN- $12

MUNSTERS
#15 FN $30

RAWHIDE
#1160 VF+ $100
#1160 FN $45
2 (Gold Key) FN $50

GREEN HORNET
#1 FN $80
#2 FN+ $75
#3 VF+ $100

UNTOUCHABLES
#01-879-210 FN+ ... $45

ROY ROGERS
#26 FN $30

THE REBEL
#1076 FN $30
#1207 FN+ $35
#1262 VF+ $80

EXECUTIVE COLLECTIBLES GALLERY

P.O.Box 589, Roanoke, TX 76262
Phone: (817) 337-1561 Fax: (817) 337-0789

CBG Customer Service Award - 1998

AUCTION 15

Executive Collectibles Gallery, Inc. is proud to present its 15th auction, featuring comic books and comic art! The auction will run from October 1, 1998 and will conclude on FRIDAY, OCTOBER 16, 1998.

This auction will be conducted by telephone, mail and fax, as have our past several auctions.

Please take notice that most of the lots have a reserve (Minimum Bid) amount that is one half of the low estimate. Many are less than this amount, only a few are higher. Remember, you can't get a good deal unless you participate!

Bidders may begin calling to check the current status of any lot, or place a bid once they have registered to participate (registration form and bid sheets available by fax or mail). If you have participated in any of our previous auctions, your bidder number will be the same as it has been in the past. If you do not remember it, please call our office to confirm. Bids can be placed at any time by telephone, mail or fax.

We would also like to take a moment to apologize to those of you that have either consigned to this auction or have expressed interest in participating because we were compelled to change the date of the auction to ensure that all of the lots were accurately graded and photographed. As you may realize, this is a very time consuming process, which prevented us from being able to meet CBG's advertising deadline, we are sorry if this delay has caused anybody an inconvenience in any way.

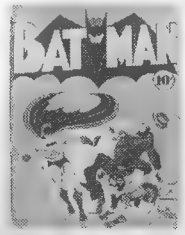
TERMS OF AUCTION

1) Auction lots will be sold to the highest bidder.
2) To place a bid, you must increase the previous high bid by at least 10%.
3) The auction will close on Friday, October 16, 1998 at 6:00 pm CST, or until 15 minutes have passed without us having received a bid. Please try to get your bids in early
4) Bidder numbers must be confirmed prior to October 16, 1998, as we will be very busy on the final day of bidding.
5) Please make all inquiries as to condition, age, content, or size prior to Thursday, October 15, 1998. Lot viewing available by appointment.
6) All merchandise is guaranteed to be genuine unless noted
7) All grading is guaranteed to be accurate. There is a 100% money back provision if customers are not completely satisfied with their purchases. Please note that returns will only be accepted if payment for the lot is received by Executive Collectibles Gallery, Inc. by the payment due date of October 29, 1998. All returns absolutely must be received by Executive Collectibles Gallery, Inc. in the same condition as when sent. Executive Collectibles Gallery, Inc. reserves the right to issue a refund for a single lot returned or for the entire amount of the invoice and request that all items be returned.
8) "Call Backs" are available regarding those lots that have an estimated value of $300 or more. Obviously, we will give the same courtesy call if a bidder has been bidding on more than one lot and the value of at least one of those lots is equal to $300
9) A ten percent (10%) buyer's premium will be added to all successful "hammer" bids. (i.e. A $100 winning bid will cost $110.00, plus any applicable shipping, handling, insurance fees or state taxes) the amount of state tax for Texas is 7.25%. (Tax will not be charged to those participants that have provided Executive with a valid resale number and appropriate signature.)
10) No credit cards will be accepted as payment for lots won in this auction. Acceptable methods of payment are: cash, personal check, bank check, money order, or bank wire (there is a $20 wire transfer fee, $30 for International).
11) Successful bidders will be notified by telephone and via mail to ensure early notification. Please do not call to see if You were a successful bidder until Monday, October 19, 1998 as we will be processing invoices over the weekend
12) Please allow 2-3 weeks for delivery of lots paid for, as there is always a back log of orders after our auctions. Please understand that we will make every attempt to see that packages are shipped within a week of us having received clear funds (please allow 10 business days for checks to clear).
13) Placing bids constitutes acceptance of all auction terms and conditions.
14) Executive Collectibles Gallery, Inc. reserves the right to accept or reject any or all bids placed by any participant.

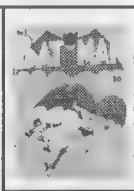
1 - Adventure Comics (DC Comics 1958) #247 GD. 1st appearance Legion of Super-heroes. Comic has a nice fine look to it, but has chews at bottom of book that go through front cover and bottom border of 1st four pages. Estimate $300-$500

2 - Adventure Comics (DC Comics 1959) #267 VF-. 2nd appearance of Legion of Super-heroes. Flat, clean and bright. Estimate $500-$700

3 - Adventure Comics (DC Comics 1959, 1962) #'s 267 GD and 300 VG+. Estimate $100-$150



4 - Batman (DC Comics - Summer 1940) #2 apparent FN. Second issue of this classic title featuring the many adventures of the dynamic duo. Good looking flat, clean copy with supple, cream color interior paper. Cover has nice color. Light restoration to cover, including clean/press, staple support, spine split seal and minor color touch. Attractive Bob Kane cover. Estimate $1500-$2000



5 - Batman (DC Comics 1941) #6 Apparent VG/FN. Bright and alluring cover by Bob Kane. Good colors with light tan pages. Moderate restoration to cover including spine reinforcement and color touch. Estimate $400-$600

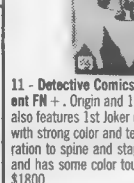
6 - Batman (DC Comics 1943) #15 FN/FN+. Comic has Cat-women story and W.W II genre cover. Good eye appeal with nice colors and supple off-white to cream paper. Some stress tears at staples. Dust shadow at top edge of front cover. Estimate $600-$800

7 - Batman (DC Comics 1943) #19 FN. Alluring black cover. Unrestored copy with deep cover color and fresh off-white pages. Some color flaking at spine area. Estimate $400-$500

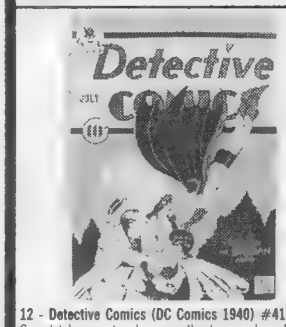
8 - World's Finest Comics (DC Comics Fall, 1941) #3 FN. Featuring the origin and 1st appearance of the Scarecrow. Comic has a great baseball motif cover with DC's 2 heavy hitters Superman and Batman. Rich cover colors with some creasing on front cover that does not break color. Interior paper is supple. Estimate $600-$800

9 - Detective Comics (DC Comics 1939) #34 apparent FN+. Early Batman appearance by Bob Kane. Has the classic Batman splash panel that would be used on origin page in Batman #1. Attractive copy with bright colors and excellent overall appeal. Light to moderate restoration to cover including clean/press, spine split seal at top and light color touch. Also, the name "Ken" written in ink in white area of front cover. Looks better than it sounds. Estimate $1000-$1200

10 - Detective Comics (DC Comics 1940) #37 apparent FN+. Comic features a great Batman cover by Bob Kane and is the last Golden - Age solo Batman story in this title. Flat and clean copy with beautiful colors and light tan interior paper. There is a spine split seal at bottom and tiny support to staple area. From the "Twilight" Collection. Estimate $1300-$1600



11 - Detective Comics (DC Comics 1940) #40 apparent FN+. Origin and 1st appearance of Clay Face. Issue also features 1st Joker cover by Bob Kane. Clean and flat with strong color and terrific eye appeal. Moderate restoration to spine and staple areas. Cover cleaned/pressed and has some color touch at top edge. Estimate $1400-$1800



12 - Detective Comics (DC Comics 1940) #41 FN+. Completely unrestored copy with strong colors. Book is clean, tight and flat with supple interior paper. Estimate $900-$1200

13 - Detective Comics (DC Comics 1940) #42 VG. Tight and flat copy with bold colors. Great overall appearance (appears FN+) with a rat chew at bottom left corner of book that goes through all pages about ⅛ - ¼". Estimate $300-$500

14 - Detective Comics (DC comics 1940) #43 only FN - (due to heavy wear at staples and dust shadow along right edge of book). Alluring cover by Bob Kane. Attractive, flat and bright! Completely unrestored book from the "Twilight" Collection. Estimate $400-$600

15 - Detective Comics (DC Comics 1940) #44 VG+. Great Batman cover by Kane. Strong colors with creamy interior paper. Book has a name at top of front cover in pencil, plus a circular stamp from drug store. Estimate $400-$600

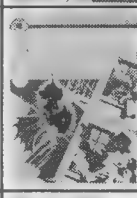
16 - Detective Comics (DC Comics 1940) #45 FN. Text includes the first Joker story for this title. Attractive, flat copy with rich cover colors and light tan interior paper. Back cover has a few tiny holes at spine area (size of pin head. Very insignificant). Great eye appeal. Estimate $700-$900

17 - Detective Comics (DC Comics 1941) #47 FN+. Flat, tight and clean copy with bold cover colors. Light repair work including spine and staple support. Top left corner of back cover also has rice paper support. A real nice looking book with tan pages. Estimate $400-$600

18 - Dectective Comics (DC Comics 1941) #49 only FN (due to heavy staple pull and small tears and tiny hole at top staple). Issue includes the last Clayface appearance for many years. Great looking copy with Batman cover by Kane. Book is clean and flat with good colors and creamy interior paper. Estimate $600-$800

19 - Detective Comics (DC Comics 1941) #51 only VG+ (due to small ¼" chip at bottom of spine). Action packed Batman cover. Deep, rich cover color with good overall eye appeal and supple, cream to off - white pages. Estimate $200-$300

20 - Detective Comics (DC Comics 1941) #54 GD+. Solid unrestored copy. Estimate $150-$250

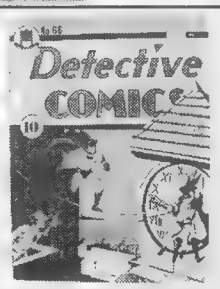


21 - Detective Comics (DC Comics 1941) #56 VG+. Some restoration to cover including clean/press, color touch and corner replacement. Pages supple, tan to cream. Estimate $200-$250

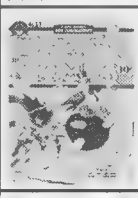
22 - Dectective Comics (DC Comics 1941) #58 VG+ due to color flaking at top corner of spine. Issue includes the 1st appearance of the Penguin. Clean and tight book with very rich cover color. Interior paper is cream color. Completely unrestored copy. Still retains good eye appeal. Estimate $700-$900

23 - Detective comics (DC Comics 1942) #59 apparent VF. 2nd appearance of the Penguin. Jerry Robinson cover. Moderate restoration to cover including clean/press, spine and staple support, chip replacement and color touch. Pages are supple and light tan. Excellent overall eye appeal. Estimate $400-$600

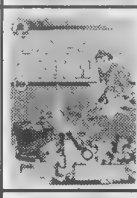
24 - Detective Comics (DC Comics 1942) #65 VG/FN. 2nd appearance of the Boy Commandos by Joe Simon and Jack Kirby. 1st Boy Commandos cover by Simon and Kirby with Batman and Robin drawn by Robinson and Fred Ray. You get four classic artists on one cover. Amazing! A beautiful, clean, flat and tight book with rich color. Fresh off - white interior paper. Excellent overall appearance. Missing a piece about the size of a nickel on top left corner. Estimate $600 - $800



25 - Detective Comics (DC Comics 1942) #66 FN+ (due to minor staple pulls). Origin and 1st appearance of Two - Face. Story has 1 panel depicting a Superman film. Clean, flat and tight with great color. Interior paper is creamy. Excellent overall eye appeal. Estimate $1300-$1600



26 - Detective Comics (DC Comics 1942) #67 apparent FN. 1st Penguin cover. Comic has had heavy restoration, including tape removal, color touch and cleaning/pressing. Has great eye appeal. Estimate $200-$400



27 - Detective Comics (DC Comics 1943) #76 apparent VG. Joker cover and story by Robinson. Cover is cleaned / pressed with repair at staple area. Has supple, off - white pages. Estimate $200-$300

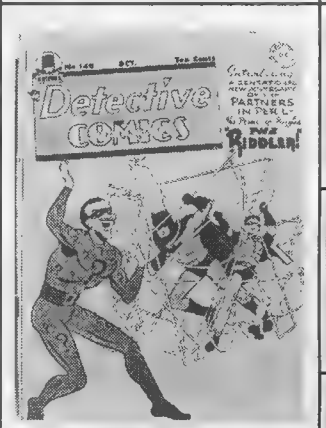
28 - Detective Comics (DC Comics 1944) #85 apparent FN. Great "double" Joker cover by Robinson. Clean and flat copy with good cover color and cream interior pages. Cover has been cleaned/pressed with minor staple support. There is a light 5" corner crease at bottom right corner of front cover. Small name on front cover has been whitened out (hardly noticable). Excellent eye appeal and has fresh, white to off - white pages. Estimate $200-$300

29 - Detective Comics (DC Comics 1944) #88 FN. Flat and clean with bold color. Estimate $200-$250

30 - Detective Comics (DC Comics 1945) #104 FN/VF. Attractive, clean and flat copy with bright colors. Excellent eye appeal. Cream color interior paper. Back cover has small worm hole near top of spine that also goes through last page. Also has clean ¼" tear at right edge of front cover. Estimate $300-$500

31 - Detective Comics (DC Comics 1946) #107 VG+. Unrestored attractive book. Has a 1" "L" shaped tear at bottom of spine. Nice interior paper. Looks VF, save for the tear. Estimate $100-$200

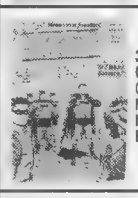
32 - Detective Comics (DC Comics 1947) #122 VG+. 1st Catwoman cover, and a great one at that! Bright banana - yellow cover with good eye appeal. Cream color interior paper. Top staple pull and a little rust on staples. Cover is slightly loose. Estimate $200-$300



33 - Detective Comics (DC Comics 1948) #140 VG/FN. Contains the 1st appearance of the Riddler. Very solid copy with decent eye appeal. Small sliver off right edge of front cover. Completely unrestored. This highly sought - after issue continues to remain rather scarce in any grade. Supple, light tan pages. Estimate $900-$1200

34 - Detective Comics (DC Comics 1948) #142 FN. 2nd appearance of the Riddler. Has Riddler cover and story. Nice eye appeal. Light tan pages. Estimate $250-$350

35 - Detective Comics (DC Comics 1949, 1952) #'s 146, 190. Issue #146 unrestored GD/VG; #190 is an apparent VG with clean/press cover and color touch just at top of spine. Estimate $150-$250



36 - Detective Comics (DC Comics 1955) #225 FR/GD. Origin and 1st appearance of Martian Manhunter. Last page has 3 ½" x 1 ¾" piece cut out. Estimate $200-$400

37 - All American Comics (All American Comics 1941) #27 apparent FN. Issue introduces Green Lantern's sidekick Doiby Dickles. Heavy restoration to cover including clean/press, chip replacement and color touch. Has supple cream colored pages. Estimate $500-$700

38 - Batman (DC Comics 1944) #22 FN/VF. Flat, tight and clean copy with attractive black cover. Interior paper is off - white to cream. Estimate $500-$700

39 - Batman (DC Comics 1944, 1946) #'s 23, 33. #23 has Joker cover and story. Some tape along spine: GD; Issue #33 FR+ (has large chunk out of back cover). Estimate $200-$250

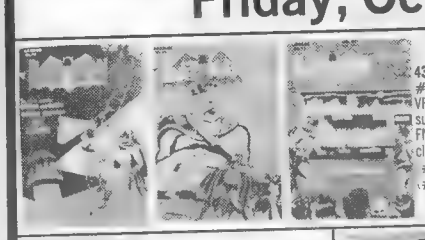
40 - Batman (DC Comics 1944) #24 VF-. Action packed cover as Batman and Robin engage in a chariot race. A beautiful book that is very flat, clean and tight. Bright banana - yellow cover with cream color interior paper. There is a soft 3" corner crease at top right corner of front cover. Estimate $500-$700

41 - Batman (DC Comics 1945) #31 VG/VG+. "Infinity" cover. Cover has bright colors. Some spine reinforcement and a ½" chip out of spine. A light water stain noticable at top of pages and back cover. Estimate $150-$250

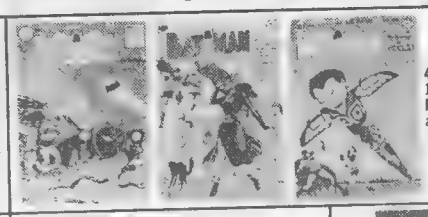
42 - Batman (DC Comics 1945) #32 VG+. Origin of Robin retold. Has Joker story. Good looking book with deep red cover. Cover has a date stamp and chipping to top right corner and a sliver out of right edge. Estimate $200-$250

EXECUTIVE COLLECTIBLES PHONE AUCTION

Friday, October 16 - Phone (817) 337-1561 • Fax (817) 337-0789

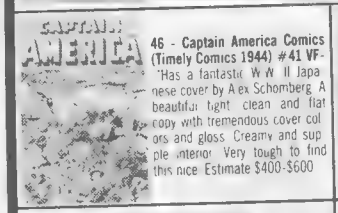


43 - Batman Group (DC Comics 1948) #'s 46, 48, 49. Issue #46 is apparent VF. Moderate restoration including spine support, color touch and clean/press; #48 FN with spine roll; #49 VG. Group includes "1000 secrets of the Batcave" (#48) and first appearance of Mad Hatter (#49). Estimate $500-$700



44 - Batman Group (DC Comics 1951, 1954, 1955) #'s 66 VG, 84 VG+, 92 FN. Issue #92 contains the 1st appearance of Bat-Hound. Estimate $300-$400

45 - Batman Group (DC Comics 1955, 1961, 1968) #'s 155 VF-, 171 VG-, 200 VG and Giant Size Annual #1 FN. Issue #155 contains 1st Sliver - Age appearance of Penguin Estimate $400-$600



46 - Captain America Comics (Timely Comics 1944) #41 VF-. "Has a fantastic WW II Japanese cover by Alex Schomberg. A beautiful tight clean and flat copy with tremendous cover colors and gloss. Creamy and supple interior. Very tough to find this nice. Estimate $400-$600

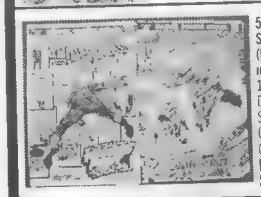
47 - Brave and Bold (DC Comics 1960) #28 GD. Origin and 1st appearance of Justice League of America. Low grade but complete copy. Estimate $200-$300

48 - Marvel Team-Up (Marvel Comics 1972) #1 (4 copies). Two copies are VF and the other two are FN. Estimate $100-$200

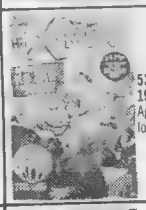
49 - Avengers Group (Marvel Comics 1963 - 1965) #'s 1, 2, 4, 7, 9, 11, 12, 14. Some classic issues including the 1st appearance of S.A. Captain America (#4) VG overall except that #4 has a couple of panels cut out. Estimate $500-$700

50 - Aquaman (DC Comics 1962) #1 GD+. Large tear on back cover-sealed. Estimate $75 - $100

51 - Amazing Spider-Man (Marvel Comics 1967) #50 FN. 1st appearance of Kingpin and a classic cover by John Romita Sr Estimate $75-$100



52 - Amazing Spider-Man (Marvel Comics 1973) #'s 121, 122. Death of Gwen Stacy and Green Goblin Condition FN Estimate $50-$75.

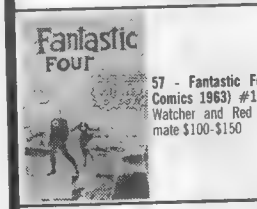


53 - X-Men (Marvel Comics 1965) #10 FN/VF. 1st Silver - Age appearance Kazar. A fresh looking copy Estimate $100-$150

54 - Avengers (Marvel Comics 1964 - 1965) #'s 8 FN, 10 FN/VF, 13 FN/VF. Estimate $150-$250

55 - Green Lantern (DC Comics 1970 - 1971) #'s 76 FN, 85 VF, 86 FN-. Classic stories and artwork by Neal Adams Estimate $75-$100

56 - Fantastic Four (Marvel Comics 1970) #100 VF/NM. Estimate $60-$80



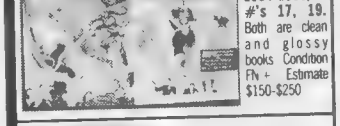
57 - Fantastic Four (Marvel Comics 1963) #13 FN+. 1st Watcher and Red Ghost. Estimate $100-$150

58 - X-Men Giant Size (Marvel Comics 1975) #1 FN+. 1st appearance of the new X-Men Looks NM, but has minor paper loss at top of cover. Estimate $75-$125.

59 - Strange Tales Annual (Marvel Comics 1963) #2 strict FN. Looks better. Spidey and Torch battle. Estimate $100-$150

60 - Silver Surfer (Marvel Comics 1968) #'s 1, 2. Skyrider of the spaceway takes off in his own title Condition VG/FN. Estimate $100-$150

61 - Amazing Spider-Man (Marvel Comics 1964) #'s 11-18, 20. Group contains such classic issues as 1st Mysterio (#13), 1st Green Goblin (#14), 1st Kraven (#15) and 1st Scorpion (#20) Very solid copies with good eye appeal Most issues do not have Marvel chipping Condition VG+ to FN overall Estimate $500-$700



62 - Amazing Spider-Man (Marvel Comics 1964-1966) #'s 17, 19. Both are clean and glossy books Condition FN+ Estimate $150-$250

63 - Adventure Comics (DC Comics 1942) #72 VG. 1st Simon & Kirby Sandman Solid copy with top staple pull and 2 spine split glued Great Starman cover by Burnley Estimate $1,000-$1,500

64 - Star Wars (Marvel Comics 1977-1978) #'s 1-17. Comics depicting the greatest space fantasy of all time. NM to Mint A hand - picked early set Estimate $250-$350

65 - Amazing Spider-Man (Marvel Comics 1966) #40 VF/NM. Beautiful copy with great cover. Seldom seen this nice. Estimate $200-$300

66 - Amazing Spider Man (Marvel Comics 1964-1966) #'s 26, 33, 35, 39. Some great covers and stones Flat, clean and glossy copies Condition VF Estimate $250-$350

67 - Amazing Spider-Man (Marvel Comics 1971) #100 VF+. Estimate $100-$150

68 - Amazing Spider-Man (Marvel Comics 1967-1971) #'s 44-47, 53, 56, 57, 65, 69, 71, 76, 77, 79, 80, 86-88, 90-92, 95, 99. Beautiful copies of this classic run of books by Lee & Romita Condition VF/NM overall Estimate $700-$900

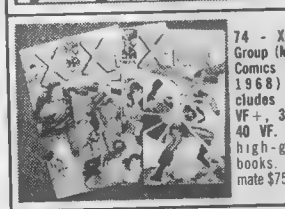
69 - Fantastic Four (Marvel Comics 1966-1967) #46 FN/VF and #60 VF/NM. Estimate $75-$100

70 - Fantastic Four (Marvel Comics 1970) #100 VF. Estimate $50-$75

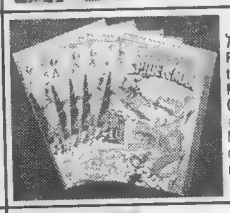
71 - X-Men Group (Marvel Comics 1975-1981) Includes #'s 95-101, 108, 110, 112, 116-120, 124-129, 132-140, 144, 150. Action filled group of comics starring one of Marvel's most successful superhero teams Condition is VF+ overall Estimate $600 $800

72 - Silver Surfer Group (Marvel Comics 1968-1970) #'s 3 VG, 4 FN, 5 FN, 6 FN+, 7 VG, 8 VF, 9 FN+, 10 FN, 11 FN+, 12 VF+, 13 FN, 14 FN+, 15-17 FN, 18 VG Estimate $600 $800

73 - X-Men (Marvel Comics 1967) #28 VF/NM. 1st appearance of the Banshee. A killer book with tremendous color, cover gloss and off-white paper. Estimate $100-$150



74 - X-Men Group (Marvel Comics 1967-1968) Includes #29 VF+, 36 VF, 40 VF. Fresh, high-grade books. Estimate $75-$125



75 - Peter Parker, Spectacular Spider-Man (Marvel Comics 1976) #1. 5 copies in NM and better condition Estimate $75-$125

76 - Peter Parker Spectacular Spider-Man (Marvel Comics 1976-1978) #'s 1-24. NM to Mint condition A hand-picked high grade set of early issues. Estimate $100-$200

77 - Amazing Spider-Man vs. The Prodigy (Marvel Comics 1976) No number. 16 page giveaway on sex eduction. 10 copies in NM and better condition Estimate $100-$150

78 - Amazing Spider-Man (Marvel Comics 1963) #1 VG/FN. Clean, solid copy with no Marvel chipping and cream color interior pages. Estimate $1,500-$2,000

79 - Amazing Spider-Man (Marvel Comics 1963) #1 GD+. Famous debut issue with Fantastic Four crossover Solid copy with very minute Marvel chipping Estimate $800-$1,200

80 - Incredible Hulk (Marvel Comics 1962) #1 VG-. Origin and 1st appearance of the Hulk. Good colors and no Marvel chipping. Estimate $800-$1,200

81 - Amazing Spider-Man (Marvel Comics 1963) #3 VG+. 1st Doc Ock No Marvel chipping. Estimate $300-$400

83 - Fantastic Four (Marvel Comics 1961) #1 FR. Origin and 1st appearance of Fantastic Four by Stan Lee & Jack Kirby. Complete copy with no Marvel chipping. Estimate $300-$500

84 - Amazing Spider-Man (Marvel Comics 1963) #7 VG+. 2nd Vulture. Estimate $100-$150

85 - Amazing Spider-Man (Marvel Comics 1964) #10 FN/VF. 1st appearance of the Enforcers. Estimate $300-$400

86 - Amazing Fantasy (Atlas Magazine 1962) #15 FR/GD. Origin and 1st appearance of Spider-Man by Stan Lee and Steve Ditko. Solid and complete copy with Marvel chipping to right edge and amatuer color touch to front cover in brown logo area Low grade, but very respectable looking copy. Estimate $500-$750

87 - Tales of Suspense (Marvel Comics 1963) #'s 39-41. Origin and 1st appearance of Ironman and his first three adventures to boot. Very solid and flat copies with good colors and no Marvel chipping. Books are glossy and have great eye appeal. #39 VG/FN (looks better than FN from front, but has wrinkling on back cover, at edge, about 2½". #41 is solid FN, save for ¾" edge tear at right of front cover. Estimate $600-$800.

82 - Amazing Spider-Man Group (Marvel Comics 1963-1964) #'s 2 VG+, 4 VG+, 5 VG (water stain), 6 VG/FN, 7 VG, 8 FN, 10 GD+. Respectable, early issues with good eye appeal and no Marvel chipping. Includes 1st **Vulture** (#2), 1st Sandman (#4) 1st Lizard (#6) All but #10 are very glossy and have great color and eye appeal Estimate $750-$1000

88 - Fatastic Four (Marvel Comics 1962) #'s 2-5. Very solid copies with great stones including 1st S.A. Sub-Mariner appearance (#4) and 1st Dr Doom appearance (#5) No Marvel chipping on #'s 2, 3, 5. (#4 has a little at right edge on front cover) Books are glossy Condition nice VG overall Estimate $1,200-$1,500

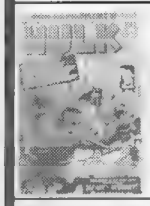
89 - Fantastic Four (Marvel Comics 1962) #6 FN. Dr Doom and Sub-Mariner team-up Estimate $250-$350

90 - Fantastic Four (Marvel Comics 1966) #48 FN. 1st Silver Surfer and Galactus Estimate $150-$250

91 - Incredible Hulk (Marvel Comics 1963) #6 strict FN+. All Steve Ditko artwork Very rich colors and gloss on cover Excellent eye appeal Estimate $500-$600

EXECUTIVE COLLECTIBLES PHONE AUCTION

Friday, October 16 - Phone (817) 337-1561 • Fax (817) 337-0789



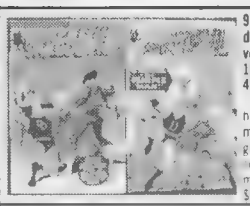
92 - Incredible Hulk (Marvel Comics 1963) #5 FN/FN+. Flat, clean and tight book with excellent color and cover gloss. No Marvel chipping. Estimate $300-$500

93 - Incredible Hulk (Marvel Comics 1962) #'s 2 VG, 3 GD, 4 VG. Solid and complete copies with no Marvel chipping. All three have glossy covers with strong colors. Estimate $400-$500

94 - Daredevil (Marvel Comics 1964) #1 FN/VF. Origin and 1st appearance of Daredevil by Stan Lee and Bill Everett. Very tight, clean and flat copy with good colors and cover gloss. Cream interior paper. Slight yellowing to cover. Estimate $400-$600

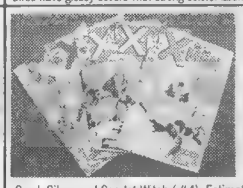
95 - Daredevil (Marvel Comics 1964) #1 FN+. Origin and 1st appearance of Daredevil. Super glossy cover with good color and tan interior paper. Some yellowing to cover. Estimate $400-$600

96 - Daredevil (Marvel Comics 1964) #'s 1-5. Early adventures of the Man Without Fear. Solid copies with good color and cover gloss. No Marvel chipping to books. Condition is VG/VG+ overall. Estimate $400-$600



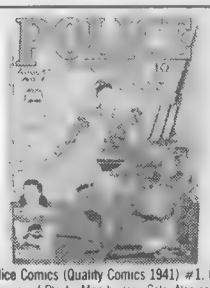
97 - Daredevil (Marvel Comics 1964) #'s 4 FN, 5 VF-. Issue #5 has tremendous gloss and color. Estimate $100-$150

98 - X-Men (Marvel Comics 1963) #1 GD-. Origin and 1st appearance of X-Men. Solid and complete copy with a few pieces of tape on inside cover and Marvel chipping. Estimate $400-$500



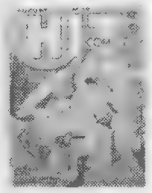
99 - X-Men Group (Marvel Comics 1964) #'s 3 VG/FN, 4, 7, 8, 9 all FN. Nice looking group of books featuring 1st appearance of Quick Silver and Scarlet Witch (#4). Estimate $250-$350

100 - X-Men Group (Marvel Comics 1963-1964) #'s 1-3, 5, 7. Condition is overall VG. Estimate $700-$900



101 - Police Comics (Quality Comics 1941) #1. Origin and 1st appearance of Plastic Man by Jack Cole. Also contains 1st appearance of the Phantom Lady. Very attractive comic that is tight, clean and flat with excellent cover colors and gloss. Overall appearance is FN+ but there are two insect chews at top edge of front cover. Cream interior paper. Quite scarce book in any grade, especially un-restored. Estimate $1,500-$2,000

102 - Hit Comics (Comics Magazine 1941) #13 VG. Action filled Lou Fine cover. Solid copy with light cream pages. Estimate $150-$200



103 - Hit Comics (Comics Magazine 1941) #14 VG/FN. Hercules cover by Lou Fine. Part of sticker at top left corner of front cover. Cream color pages. Estimate $200-$250

104 - Police Comics (Quality Comics) #3 FN/FN+. Tight and flat copy with good cover colors and tan but supple pages. Light amount of soiling at left edge of book. Estimate $400-$600

105 - Robotmen of the Lost Planet (Avon 1952) #1 VG/FN. Solid copy with cream pages. Estimate $150-$200

106 - Jo Jo (Fox 1948) #16 VG/FN. Kamen bondage cover. Estimate $100-$150

107 - Rulah (Fox 1948) #18 FN. Good looking white cover. Minor pen color touch at top of spine. Cream pages. Kamen cover. Estimate $100-$150

108 - Rulah (Fox 1949) #24 VG/FN. Clean and flat with off-white pages. Stain on edge of back cover. Estimate $75-$100

109 - Rulah (Fox 1949) #25 strict FN. Deep, rich cover colors. White interior pages. Estimate $100-$150

110 - Meet Corliss Archer (Fox 1948) #1 FN/VF. Head light cover and interior art by Al Feldstein. Estimate $200-$300

111 - Meet Corliss Archer (Fox 1948) #2 VF. Cover by Feldstein. Pink interior pages. Estimate $200-$250

112 - Meet Corliss Archer (Fox 1948) #3 FN. Pink pages. Estimate $100-$150

113 - The Saint (Avon 1948) #3 FN+. Great action cover. Neat pencil arrival date on cover. Cream color pages. Estimate $75-$125

114 - The Saint (Avon 1948) #4 FN/VF. Superb black cover. Interior text has lingerie panels. Tight, clean and flat with off-white pages. Estimate $75-$125

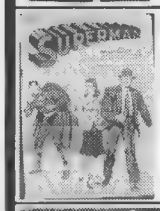
115 - The Saint (Avon 1949) #6 VG/FN. Miss Fury story in book. Solid copy. Estimate $100-$150

116 - Sunny (Fox 1948) #14 VG+. Solid copy with cream interior pages. Estimate $75-$125

117 - Thrilling Comics (Standard Magazine 1944) #42 VF. WWII Japanese Propaganda cover. Tight, flat and glossy with cream color pages. Estimate $100-$150

118 - Tim Holt (Mag. Ent. 1950) #17 VF. A wonderful black Ghost Rider cover by Frank Frazetta. Tight clean and flat with good color. Cream color interior paper. Estimate $150-$200

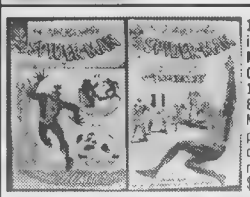
119 - Women in Love (Fox 1949) #2 FN. Attractive copy with bright cover colors. Great cover by Kamen and Feldstein. Estimate $50-$70



120 - Superman (DC Comics 1944) #30 VG. Origin and 1st appearance of Mr. Mxyztplk. A solid looking copy with decent cover colors and cream pages. Back cover has a coffee stain at top left edge that effects all pages but not story panels. Good eye appeal. Estimate $200-$300

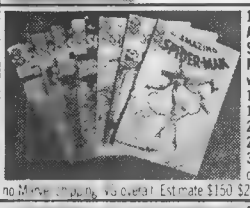
121 - Amazing Spider-Man (Marvel Comics 1963) #2 GD/VG. 1st Vulture appearance. Solid and complete copy with no Marvel chipping. Estimate $200-$300

122 - Amazing Spider-Man (Marvel Comics 1963-1964) #'s 3, 9. Features 1st Doc Ock (#3) and Electro (#9). Solid copies with no Marvel chipping. GD overall. Estimate $150-$250

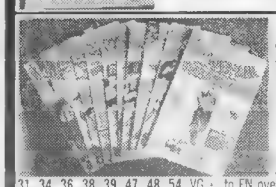


123 - Amazing Spider-Man (Marvel Comics 1964) #'s 8, 10. No Marvel chipping. VG overall. Estimate $150-$250

124 - Amazing Spider-Man (Marvel Comics 1964) #'s 16-18. Solid issues and no Marvel chipping. VG overall. Estimate $150-$225



125 - Amazing Spider-Man (Marvel Comics 1965-1966) #'s 20, 23, 25, 27, 28, 33, 35. Decent copies with no Marvel chipping. VG overall. Estimate $150-$225



126 - Amazing Spider-Man (Marvel Comics 1964-1967) #'s 19, 22, 29, 31, 34, 36, 38, 39, 47, 48, 54 VG+ to FN overall. Estimate $300-$400

127 - Daredevil (Marvel Comics 1964) #1 VG. Origin and 1st appearance of Daredevil. Estimate $200-$300

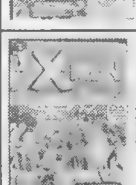
128 - Daredevil (Marvel Comics 1964, 1965, 1968) #'s 3, 12, 39, 44. Overall VG. Estimate $60-$75

129 - Daredevil (Marvel Comics 1964-1966) #'s 5, 18, 18. VG/FN overall. Estimate $50-$75

130 - Daredevil (Marvel Comics 1965) #'s 6, 9, 10. Issue #6 drawn by Wally Wood. FN+ overall. Estimate $100-$150

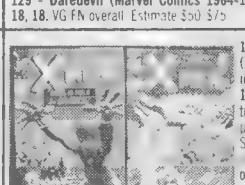
131 - Daredevil (Marvel Comics 1965-1967) #'s 13-16, 27, 42 all FN and 32 VF. Estimate $100-$150

132 - X-Men (Marvel Comics 1963) #1 GD/VG. Origin and 1st appearance of original X-Men and Pro X. A very solid copy with good colors. Estimate $400-$500



133 - X-Men (Marvel Comics 1963) #2 VG. Estimate $200-$250

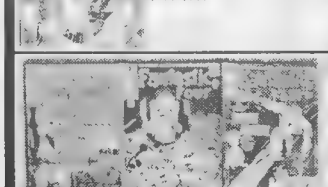
134 - X-Men Group (Marvel Comics 1964-1966) #'s 4, 9-13, 17, 22. VG overall. Estimate $200-$300



135 - X-Men (Marvel Comics 1965) #'s 14, 15. Featuring 1st appearance of Sentinels. #14 FN overall. Estimate $75-$100

136 - Tales To Astonish Group (Marvel Comics 1965-1967) Includes #'s 74, 75, 80-83, 89, 91. Attractive copies. Most FN over all. Estimate $75-$100

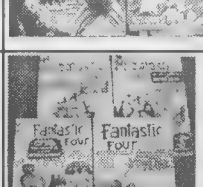
137 - Incredible Hulk (Marvel Comics 1963) #6 FR. Low grade but complete. Has glue repair. Estimate $75-$125



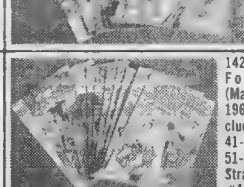
138 - Fantastic Four (Marvel Comics 1966) #'s 48-50 nice FN. Featuring the classic Galactus trilogy. Estimate $300-$400

139 - Fantastic Four Group (Marvel Comics 1962) #'s 3, 4, 5, 8. Complete reading copies with some repair on spines with glue. Grade FR. Estimate $250-$350

140 - Fantastic Four (Marvel Comics 1962) #'s 7, 9. GD/VG overall. Estimate $200-$300



141 - Fantastic Four (Marvel Comics 1963-1964) #'s 13, 15, 17 & 26. GD/VG overall. Estimate $200-$300



142 - Fantastic Four Group (Marvel Comics 1963-1967) Includes 16, 39, 41-43, 45, 47, 51-54 & 62 with Strange Tales #108 (FF APP) and Marvel Collector's Items Classics #2 (FF APP). VG+ to FN overall. Estimate $200-$300

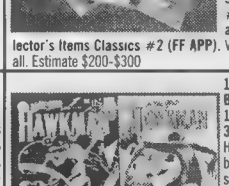
143 - Tales to Astonish (Marvel Comics 1962) #27 FN. 1st appearance of Ant Man. Attractive copy of a very difficult issue to find in nice condition. Clean and flat with tight spine and staples and deep color strike. Inks are clear & sharp with no smudging which is common for this book. Cover has good cover gloss and light tan interior paper. Book has ¼" chip at top edge. Estimate $500-$700

144 - Tales of Suspense (Marvel Comics 1963) #39 strict FN+. Origin and 1st appearance Ironman. Very attractive copy with rich colors that are clean and sharp with no smudging. Book is tight and flat with excellent cover gloss and light tan interior paper. Some minor wear at spine. Superb eye appeal. Estimate $600-$900

145 - Fantastic Four (Marvel Comics 1961) #1 GD/VG. Origin and 1st appearance of Fantastic Four by Stan Lee & Jack Kirby. This issue began the Marvel - Age of comics. Low grade, but solid copy with good cover colors and no Marvel chipping. Estimate $600-$900

146 - Space Adventures (Charlton 1960) #33 FN. Origin & 1st appearance of Captain Atom by Ditko. Estimate $75-$125

147 - Green Lantern (DC Comics 1960-1961) #'s 2-3 FN, 7 FN+, 9 VF-. Good looking group with deep colors. Estimate $300-$400



148 - Brave & Bold (DC Comics 1961-1962) #'s 36, 44. Early Hawkman tryouts by Joe Kubert. Issue #44 has a wonderful gray tone cover by Kubert. FN overall. Estimate $125-$175

149 - Tales of Suspense (Marvel Comics 1961) #13 VF. Beautiful copy with rich colors and tremendous cover gloss. Book is flat and clean with tight spine and staples. Cream interior pages. Scarce in this grade. Estimate $75-$100

EXECUTIVE COLLECTIBLES PHONE AUCTION

Friday, October 16 - Phone (817) 337-1561 • Fax (817) 337-0789

150 - Tales of Suspense (Atlas Comics 1960) #8 strict FN. Good looking, clean & flat book with deep, rich cover colors and no Marvel chipping which is quite rare for. Marvel comics from this era. Interior paper is cream. Great "Monstro" Kirby cover Estimate $70-$120

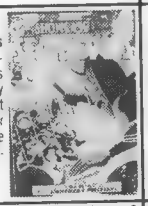
151 - Mystery in Space (DC Comics 1960) #'s 59 VG+ (staple pull), 62 FN+. Estimate $75-$100

152 - Batman #'s 130 VG+, 134 FN; World's Finest #'s 108 FN, 112 VG/FN (DC Comics 1960). Estimate $100-$150

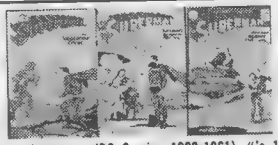
153 - Showcase (DC Comics 1962-1963) #'s 37, 40 & Metal Men #3. Featuring the 1st appearance of the Metal Men (#37). FN overall. Estimate $150-$200

154 - Showcase (DC Comics 1961) #35 strict VF. 2nd Silver-Age appearance of Atom by Gil Kane A beautiful high grade copy that is very flat and clean with tight spine and rich colors. Good cover gloss and light tan pages. Very tough to find in this nice of a grade. Estimate $300-$400

155 - Showcase (DC Comics 1961) #32 VF. 3rd Silver-Age appearance of Aquaman Sharp, flat copy with tight spine and good cover gloss. Deep colors with light tan pages and some edge tanning on inside cover. Excellent overall eye appeal. Estimate $200-$250



156 - Showcase (DC Comics 1960) #28 FN/VF. 2nd appearance of Sea Devils by Russ Heath Great underwater gray tone cover Flat, clean & tight with deep colors and good cover gloss Light wear at bottom edge of front cover Estimate $125-$175



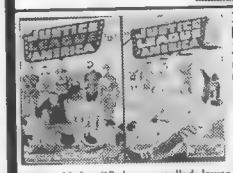
157 - Superman (DC Comics 1960-1961) #'s 136 FN+, 141 FN+, 145 FN/VF. Attractive copies with good color and eye appeal. Estimate $100-$150

158 - Konga (Charlton Comics 1961) #2 VF-. Flat, sharp looking book Estimate $60-$80

159 - Brave & Bold (DC Comics 1961) #'s 37 FN/FN+, 38-39 FN/VF. Featuring the second tryout series of the Suicide Squad Very attractive copies that are very flat, tight with good colors Estimate $200-$250

160 - The Flash (DC Comics 1959-1961) #'s 107 VG+, 11 5 FN/VF, " 116, 118, 121, 122, 124. Overall FN Some great early issues Estimate $300-$500

161 - Justice League of America (DC Comics 1961-1964) #'s 5, 12, 14, 17, 18, 29. All issues are sharp, clean and flat with nice cover gloss Strict FN over all Estimate $200-$300



162 - Brave & Bold #30 FN & Justice League of America #8 FN (DC Comics 1960-1961) Brave & Bold has good colors with some wear at bottom of front cover. J.L.A. #8 has a pulled lower staple. Estimate $300-$400

163 - Justice League of America (DC Comics 1961) #'s 4, 6, 7. Green Arrow joins J.L.A. in issue #4. All very nice copies that are clean, tight and flat with good colors. Excellent eye appeal on all issues. Issue #4 is rather difficult to find this nice. FN+ overall. Estimate $300-$400

164 - Strange Adventures (DC Comics 1960) #117 FN. Featuring the origin and 1st appearance of Atomic Knights by Wally Wood Tight & clean with deep colors and off-white pages Some wear at spine. Good cover gloss. Difficult to find in any condition Estimate $100-$150

165 - Fantastic Four Annuals (Marvel Comics 1963-1965) #'s 1-3. Condition: FN+, FN, FN-. Estimate $150-$200

166 - Marvel Silver-Age Group (Marvel Comics 1963) Fantastic Four #19 FN- (light Marvel chipping, #38 FN, #43 VG/FN (soft crease down front cover; Strange Tales #106 VG+ (tear at right edge of front cover & 1st 6 pages) Estimate $100-$150

167 - Silver-Age Group (DC Comics, Marvel Comics, Archie 1960-1964) Brave & Bold #32 FN; Adventures of the Fly #5; Tales of Suspense #57 VG/FN. Estimate $75-$125

168 - Suspense Comics (Continental Mag. 1944) #5 FR/GD. L.B Cole cover. Overall appearance of book is about VG, but cover is detached from pages. Book is complete with cream color pages. Good restoration potential. Estimate $150-$250

169 - Mickey Mouse Story Book Hardcover (Disney 1931) Very scarce hardcover book with fresh interior and cover. If not for a loose and damaged spine, this book would bring many times the estimate. VG. Estimate $150-$250

170 - Amazing Adult Fantasy (Atlas Comics 1962) #9 VG (cover crease, book length). Estimate $60-$80

171 - Human Torch (Atlas Comics 1954) #38 Gd: Has some chipping to cover. Estimate $75-$125

172 - Showcase (DC Comics 1956) #4 VG+. Origin and 1st appearance Silver-Age Flash. This book marks the beginning of the Silver-Age of comics. An attractive copy that is tight and clean with good cover colors. Interior paper is tan and back cover has a 1 inch tear at edge. Excellent overall eye appeal Estimate $1,800-$2,200

173 - Showcase (DC Comics 1958) #13 VG. 3rd appearance Silver - Age Flash Great Flash cover by Infantino. Tight and clean with excellent colors ½ inch spine split at top keeps it from being a nice FN Estimate $250-$350

174 - Showcase (DC Comics 1959) #22 GD+. Origin and 1st appearance of Silver - Age Green Lantern by Gil Kane Solid low grade copy with very deep cover color Spine has some chipping. Estimate $300-$400

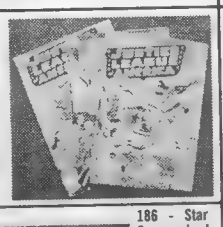
175 - Action Comics (DC Comics 1939) #15 GD. Superman cover by Fred Guardineer. Large piece out of lower right corner of cover. Light tan interior pages Estimate $300-$500

176 - Action Comics (DC Comics 1939) #17 FR/GD. Book has solid good appearance. Cover is a little loose and has small tears and chipping along spine with a 1" chip at bottom. Book is complete and has yellowed pages There is, what appears to be a small circular worm hole that goes through most of the pages. This flaw does not effect either cover.. Estimate $200-$300

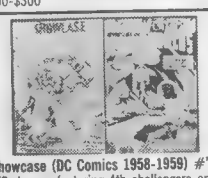
177 - Silver Streak Comics (Lev Gleason 1942) #17 FR/GD. Some chipping to cover with weak paper. Estimate $60-$80

178 - Superman (DC Comics 1944) #30 GD/VG. Origin and 1st appearance of Mr Mxyztplk Chip at right edge of front cover. Nice off-white pages. Estimate $150-$250

179 - Superman (DC Comics 1946) #43 GD. Overall appearance is that of a VG. Has a chip at top of spine and some tape and color touch. Nice off-white to cream pages. Estimate $30-$50

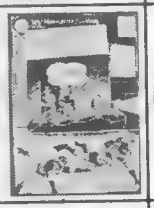


180 - Brave & Bold #29 GD-, Justice League of America #21 GD/VG and 25 GD/VG (DC Comics 1960, 1963, 1964) Estimate $200-$250



181 - Showcase (DC Comics 1958-1959) #'s 12 GD, 18 GD/VG. Issues featuring 4th challengers appearance by Kirby and 2nd Adam Strange Estimate $100-$150

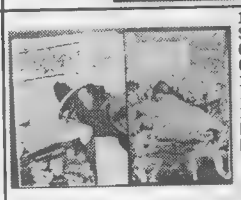
182 - Flash (DC Comics 1959) #106 VG-. Scarce 2nd issue featuring origin of Gorilla Grodd and Pied Piper. Small chip at lower right corner of front cover Estimate $150-$200



183 - Detective Comics (DC Comics 1956) #229 VG+. Water stain at lower corner of cover. Estimate $60-$90

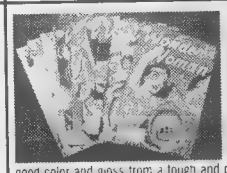
184 - Pat Boone (DC Comics 1959) #1 VG+. Estimate $80-$120

185 - War Group (Various Publishers 1941/1944) Includes Bomber Comics #1 VG. Wings #11 GD/VG & Blue Beetle #35 Gd/VG Estimate $100-$150



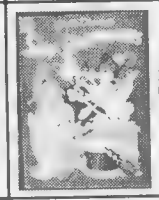
186 - Star Spangled Comics (DC Comics 1943/1950) #'s 26 VG & 111 VG+. Issue #26 has heavy spine roll Estimate $115-$160

187 - Lois Lane Group (DC Comics 1959-1960) Early adventures of Superman's girlfriend. Includes #'s 7, 10, 15 VG #18 VG+ #13, 19 FN #1 6 FN+ Estimate $200 $300



188 - Silver-Age Wonder Woman Group (DC Comics 1956-1959) #'s 83, 101-104, 106-110. Solid copies with good color and gloss from a tough and popular era VG to FN overall Estimate $200-$300

189 - Mystic Comics (Atlas Comics 1944) #1 VG. The Angel, the Destroyer and Human Torch all have features in this debut issue. Great W.W.II propaganda splash as the Destroyer holds Hirohito and Hitler by their necks who both have serpent bodies. Solid copy with light tan pages Estimate $300-$400

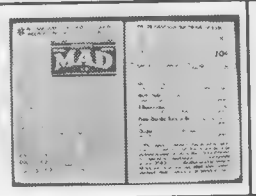


190 - Silly Symphonies Dell Giant (Walt Disney 1954) #4 FN+. Estimate $75-$100

191 - Blaze the Wonder Collie (Marvel Comics 1950) #3 FN. Scarce issue with photo cover. Estimate $50-$75

192 - Mr. District Attorney #3 VG, Gang Busters #17 VG+ (DC Comics 1948/1950) and Wanted #12 VG+ (Toytown Publishers 1948) Estimate $150-$200

193 - Mad (EC Comics 1955) #24 VG-. 1st magazine size issue. Estimate $100-$150



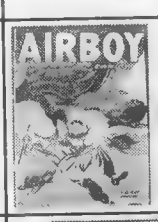
194 - Mad (EC Comics 1954-1955) #'s 12, 19. VG overall Estimate $90-$120

195 - Our Gang (Dell, 1944) #10 VG+. Carl Barks art. Estimate $75-$100

196 - Terrifying Tales (Star Publishers 1953) #12 VG+. Colorful L.B. Cole cover Estimate $50-$75

197 - Western Killers (Fox 1948) #59 (no #) VG+. Front cover looks great. back cover has creases. Estimate $25-$50

198 - Unusual Tales (Charlton 1955) #1 FN. Estimate $60-$80



199 - Airboy Comics (Hillman Pubi. 1945) Vol. 8 #7 FN. Estimate $30-$40

200 - Brave and Bold (DC Comics 1959-1960) #'s 26, 27. 2nd and 3rd appearance of the Suicide Squad. FN overall. Estimate $150-$180

201 - Buster Brown Comics Book (Brown Shoe Co., 1945) #9 FN+. Estimate $30-$40

202 - Movie Comics (Fiction House 1947) #3 FN. Mickey Rooney cover and story Estimate $100-$150

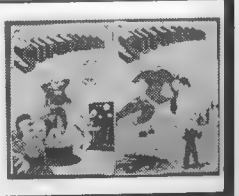
203 - 4 Favorites (Ace 1945) #18 VG+. Estimate $40-$50

204 - The Thing (Charlton 1954) #16 VF/NM. A "killer" copy. Fresh and glossy. Extreme violence issue. Estimate $250-$350

205 - Jumbo Comics (Fiction House 1944) #'s 62, 64, 67. All copies are tight, clean and flat with excellent eye appeal Light name and arrival date written in pen on front covers FN-FN+ overall. Estimate $200-$250

206 - Jumbo Comics #65 VF- and Jungle #86 FN+ (Fiction House 1944/1947) Two very attractive books with rich colors and nice interior paper. Issue #65 has light name and arrival date in pen. #86 has small staple tears. Both appear VF at glance. Estimate $125-$175

207 - Superman (DC Comics 1949) #59 VG+. Excellent colors and overall eye appeal Some minor chips at bottom right edge of front cover keep it from FN+ Estimate $100-$150



208 - Superman (DC Comics 1948/1951) #'s 52 VG 68 VG+: #52 has name on front cover. Estimate $200-$250

EXECUTIVE COLLECTIBLES PHONE AUCTION

Friday, October 16 - Phone (817) 337-1561 • Fax (817) 337-0789

209 - Sensation Comics (DC Comics 1945/1949) #'s 44, 90. Solid copies with good colors. VG overall Estimate $100-$150

210 - Sensation Comics (DC Comics 1945) #41 FN. Beautiful, rich red cover with fresh white interior paper Small color flake at top of spine keeps from VF. Estimate $75-$125

211 - Wonder Woman (DC Comics 1949) #35 VG+. Estimate $100-$150

212 - Adventure Comics (DC Comics 1949) #141 FN/VF. Estimate $200-$250

213 - Prize Comics (Prize Pub. 1944) #'s 41, 46. VG+ to FN overall. #46 has neat horror cover. Estimate $60-$80

214 - Dollman #23 FN - and Police Comics #34 FN+. (Quality Comics 1944, 1949) Police #34 is very fresh and attractive Estimate $200-$250

215 - Zago (Fox 1949) #3 FN+. Vibrant cover colors. Book is tight and clean with two neat arrival date stamps on back cover. Looks great! Estimate $125-$200

216 - Superboy (DC Comics 1949) #2 FN. Tight and clean with cream pages Small sliver off top right corner of front cover keep this beauty from VF. Fresh! Estimate $500-$600

217 - Action Comics (DC Comics 1950) #148 strict VG+. Has nice appearance. Estimate $75-$100

218 - More Fun Comics (DC Comics 1944) #98 strict FN. Deep blue Green Arrow & Speedy Cover Tight and clean with good colors Name and arrival date neatly in pen on cover Estimate $200-$300

219 - Strange Adventures (DC Comics 1950) #2 GD/VG. Estimate $125-$175

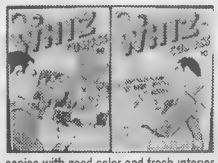
220 - Strange Adventures (DC Comics 1951) #4 VG+. Rich colors and nice interior paper Some chipping at bottom edge of back cover Estimate $150-$200

221 - Human Torch (Timely Comics 1944) #15 VF-. Great action packed bondage cover by Alex Schomberg. Bright, tight and clean book with very fresh white interior paper Slight cupped spine Name and arrival date on cover are both very neat. Estimate $800-$1000. This book is a real beauty and should see spirited bidding.

222 - Feature Films (DC Comics 1950) #4 GD/VG. Bob Hope and Lucille Ball photo cover Estimate $75-$100

223 - Blazing Comics (Enwil Assoc. 1944) #4 FN. Starring the Green Turtle. Estimate $70-$90

224 - Tales of the Unexpected (DC Comics 1956) #2 FN. Estimate $100-$150

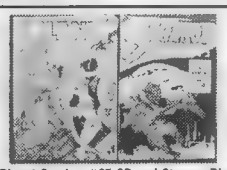


225 - Whiz Comics (Fawcett 1944-1945) #'s 59 VG, 64 FN/VF. Two very attractive copies with good color and fresh interior paper. Estimate $200-$300

226 - Detective Comics (DC Comics 1950) #165 GD/VG. Estimate $50-$75

227 - Detective Comics (DC Comics 1947) #117 VG+. Estimate $190-$150

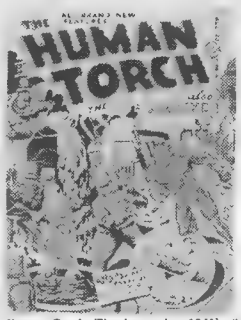
228 - Master Comics (Fawcett 1944-1945) #'s 51, 58. Captain Marvel, Jr covers by Mac Raboy Attractive, clean and flat copies with fresh interior paper Name and arrival date in pen on #51. Stamp arrival date on #58 FN. Estimate $100-$150



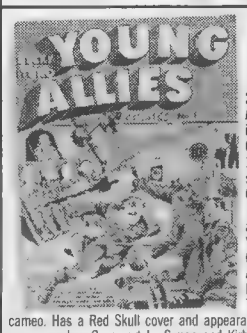
229 - Planet Comics #67 GD and Strange Planet #9 (Fiction House 1952/L.W. Ent. 1958) Estimate $40-$50

230 - Haunt of Fear #17 FR and Web of Mystery #17 VG (EC Comics/Ace Mag. 1953) Estimate $30-$45

231 - The Funnies (Dell Pub. 1936-1937) #3 GD/VG and #6 VG-. Estimate $150-$250



232 - Human Torch (Timely comics 1941) #4 VG. Book has a Sub-Mariner story by Bill Everett Classic Torch splash page by Carl Burgos Solid copy with decent page quality Estimate $500-$700



233 - Young Allies Comics (Timely Comics 1941) #1 strict VG+. Origin and 1st appearance of Young Allies Captain America and Human Torch cameo. Has a Red Skull cover and appearance of Hitler on cover also. Cover art by Simon and Kirby Attractive copy with good cover colors Book is tight, clean and flat with cream interior paper Very solid copy with excellent eye appeal Estimate $1,400-$1,800

234 - Hawkman (DC Comics 1964) #1 strict FN. Estimate $125-$175

235 - Fantastic Four Annual (Marvel Comics 1963) #1 GD/VG. Good eye appeal with some insect damage to top of spine. Estimate $25-$45

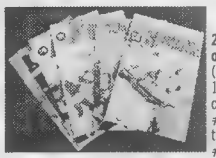
236 - Silver-Age DC Group (DC Comics 1962-1963) Includes Aquaman #3, Green Lantern #23, and Justice League of America #22. Each FN overall Estimate $150-$200

237 - Amazing Spider-Man (Marvel Comics 1963) #5 strict VF. Glossy cover with fresh color Nice pages too! Only a few "stress" creases at spine keep this "toughie" from VF+ or better Absolutely no Marvel chipping! Estimate $700-$900

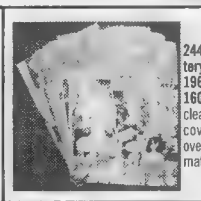
240 - Our Army at War (DC Comics 1959) #82. Scarce issue contains 2nd Sgt. Rock appearance. VG+. Estimate $75-$125

241 - Miscellaneous DC Collection (DC 1959) Includes Aquaman #'s 28 VG+, 31 VG (white - out on back cover, 52 FN; the Atom #'s 6 GD+, 7 GD, 10 GD, 11 GD/VG, 20 VG. Brave & Bold #54 VG+, Forever People #1 VG+, Hawkman #'s 6 FN, 20 FN-, 25-27 FN; Metal Men #1 VG+; Sea Devils #3 VG, Strange Adventures #212 FN, World's Finest #198 VG. Estimate $150-$200

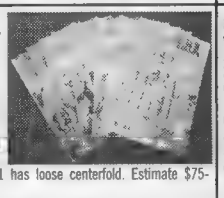
242 - Silver Surfer (Marvel Comics 1968) #3. 1st appearance of Mephisto Faded cover colors. VG. Estimate $20-$30



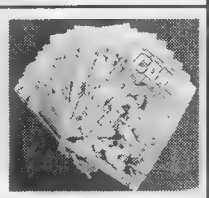
243 - Miscellaneous Collection (Harvey Comics 1960-1966) Includes Human Fly #1 VG+; Adventures of the Fly #8 GD+, #116 FN; The Shadow #1 FN, 6 FN-; Spyman #1 VG. Estimate $40-$60



244 - House of Mystery (DC Comics 1966-1968) #'s 157, 158, 160, 162-172. Flat & clean books with good cover colors. FN/VF overall, #160 FN. Estimate $200-$300

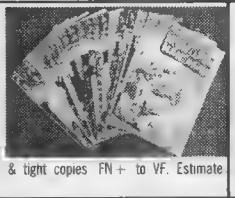


245 - Tales to Astonish (Marvel Comics 1965-1968) #'s 70, 74, 75, 78, 92, 94, 97-99, 101. The title which Featured The Hulk & Sub - Mariner FN overall. #101 has loose centerfold. Estimate $75-$125

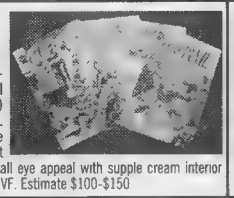


246 - Conan (Marvel Comics 1970-1972) #s 1 VG+, 2(2 copies), 3 FN (2 copies) 4-11, 17, 19, 20. A great run of books with artwork by Barry Smith. FN/FN+ overall Estimate $175-$250

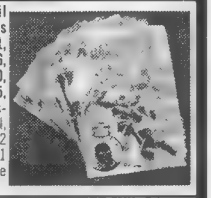
247 - Tales of Suspense (Marvel Comics 1964-1967) #'s 54, 70, 71, 78, 79, 84, 85, 87, 88, 91. Solid group containing the heroic adventures of Ironman & Captain America VG/FN overall. Estimate $50-$75



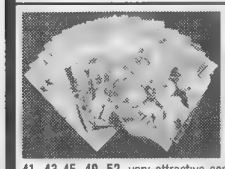
248 - Tales of Suspense (Marvel Comics 1966-1968) #'s 76-99. Flat, clean & tight copies FN+ to VF. Estimate $200-$300



249 - Daredevil (Marvel Comics 1966) #'s 13-15, 18. Very attractive books Excellent colors and overall eye appeal with supple cream interior paper FN+ to VF. Estimate $100-$150

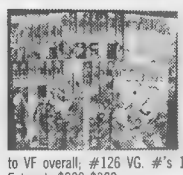


250 - Daredevil (Marvel Comics 1965-1969) #'s 11, 12, 17, 19, 22-26, 30, 33, 36, 38, 40, 42, 46, 50, 52-55, Annual #1. All issues are a solid FN, but for #s 22, 23, 32 & 51 VG. Annual #1 is GD/VG. Estimate $175-$225

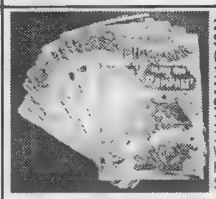


251 - Daredevil (Marvel Comics 1966-1969) #'s 20, 21, 28, 29, 34, 35, 37, 39, 41, 43-45, 49, 52. very attractive copies FN+ overall Estimate $125-$175

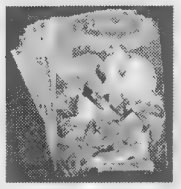
252 - Thor (Marvel Comics 1967-1970) includes #'s 142-143, 146, 148, 158-159, 164, 172, 173. Beautiful group of books that are very flat, clean and tight Interior paper is cream Cover colors are bright and rich. Excellent eye appeal VF+ to VF/NM Estimate $120-$200



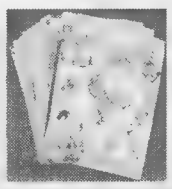
253 - Thor (Marvel Comics 1966) includes #'s 126, 128, 131-133, 135-140, 144, 145, 147, 149, 151-154, 160, 167, 168, 170, 171, 174-177. Issues have classic Kirby artwork. FN+ to VF overall; #126 VG. #'s 152, 154, 174, 176 FN Estimate $200-$300



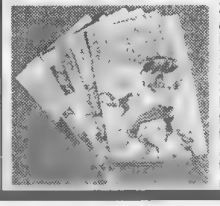
254 - Amazing Spider-Man (Marvel Comics 1966-1979) #'s 32-47, 52-59, 86, 90, 114, 126, 128, 147, 151, 161, 193, 194. VG to VG+ overall. #59 FR/GD Estimate $150 $250



255 - Amazing Spider-Man (Marvel Comics 1967-1980) #'s 51, 78, 89, 93-95, 99, 107, 118, 123, 124, 132, 137-139, 145-147, 152, 155, 162, 186, 189, 192, 198-201. Features the 2nd appearance of Kingpin (#51) and 1st appearance of Prowler (#78). Flat, clean good looking copies FN overall Estimate $100-$200



256 - Amazing Spider-Man (Marvel Comics 1972-1980) #'s 111, 127, 131, 140, 152-154, 156-161, 163-169, 171-176, 178-185, 190, 191, 195, 196, 200. FN+ to VF overall Estimate $75-$125



257 - Silver-Age Captain America Group (Marvel Comics 1968-1970) #'s 105, 107, 108, 111, 113, 116, 122, 123. Some great issues with Kirby & Steranko artwork. Each issue has a neat name stamp on front cover and in margin on title page. All are bright, clean and glossy books with nice interior paper VF overall Estimate $90-$120

258 - Jungle Adventures (Super 1964) #15 VG. Jungle Tales (Atlas 1955) #3 VG. Estimate $40-$60

259 - Noman (Tower Comics 1966) #1 VF. Some interior pages have chips off of top right corner Estimate $30-$40

260 - Fantastic Giants (Charlton 1966) Vol. 2 #24 Cover and artwork by Steve Ditko Estimate $15-$25

EXECUTIVE COLLECTIBLES PHONE AUCTION

Friday, October 16 - Phone (817) 337-1561 • Fax (817) 337-0789

261 - Daredevil (Lev Gleason 1945) #28 FN-. Estimate $80-$100

262 - Strange Tales (Marvel Comics 1961) #89 GD. 1st Fin Fang Fum by Kirby. Estimate $40-$60

263 - Incredible Hulk (Marvel Comics 1968) #102 FN+. Series begins anew. Estimate $30-$50

264 - Nick Fury (Marvel Comics 1968) #1 VF. Estimate $30-$45

265 - Captain Marvel (Marvel Comics 1968) #1 VF. Estimate $25-$40

266 - X-Men (Marvel Comics 1975) #94 VF. New X-Men begin. Estimate $200-$250

267 - X-Men (Marvel Comics 1975) #94 FN. New X-Men begin. Signed by Dave Cockrum in margin of title page Estimate $125-$175

268 - Fantastic Four (Marvel Comics 1966) #48 VF. The classic issue featuring the 1st appearance of the Silver Surfer and Galactus. Tight, clean and glossy book with deep cover colors and fresh white pages. Estimate $400-$500

269 - Fantastic Four (Marvel Comics 1963-1964) #'s 19, 21-24, 28, 33. Attractive, flat and clean books with no Marvel chipping. FN overall. Estimate $300-$450

270 - Fantastic Four (Marvel Comics 1963) #16 VF-. Dr Doom cover and story. Has Antman appearance. Good color with very minor pre-Marvel chipping at right edge. Estimate $150-$250

271 - Fantastic Four (Marvel Comics 1963) #14 VF-. Flat, tight and clean. Estimate $100-$150

272 - Fantastic Four (Marvel Comics 1963) #'s 11, 15, 17. Solid copies with no Marvel chipping. VG+ to FN overall Estimate $200-$300

273 - Fantastic Four (Marvel 1962) #2 FN-. Very solid book with no Marvel chipping Tight and clean with good color. Estimate $500-$750

274 - Fantastic Four (Marvel Comics 1962) #5 sharp FN. Origin and 1st appearance of Dr. Doom. Attractive book with excellent eye appeal Cover colors are deep and sharp with no smudging. Book is tight, clean and flat with no Marvel chipping. Minor spine wear and tanning on edges keep this from being a higher grade Estimate $500-$700

275 - Fantastic Four (Marvel Comics 1962) #'s 7, 8. Attractive copies with very minor Marvel chipping. FN- overall. Estimate $200-$300

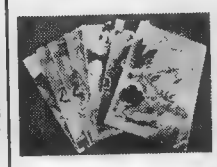
276 - Fantastic Four (Marvel Comics 1963) #10 FN. Flat, clean and glossy Multiple arrival date stamps on front cover. Estimate $100-$150

277 - Fantastic Four (Marvel Comics 1962) #'s 3 VG+, 4 VG. Issue #3 great cover colors and no Marvel chipping. #4 is 1st Silver-Age Sub-Mariner with light Marvel chipping. Estimate $600-$800

278 - Fantastic Four (Marvel Comics 1963-1964) #'s 10, 20, 21, 28. Overall GD/VG. Some Marvel chipping. Estimate $125-$175

279 - Mighty Comics Group (Mighty Comics 1965-1966) Including Mighty Crusaders #'s 1 (2 copies), 2-7. All are VF, and Superheroes vs. Super Villians. FN. Estimate $75-$125

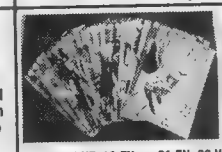
280 - Thunder Agents (Tower Comics 1965-1966) #'s 1 FN, 2 VG/FN, 3 VG, 4 VG, 5 FN, 8 FN, 9 VG. Estimate $75-$100



281 - Tower Comics Group (Tower Comics 1966-1967) Includes Dynamo #1 GD, 2 & 4 VG; Noman #1 (2) FN; Undersea Agent #1 FN; Thunder Agents #8 FN. Estimate $50-$75

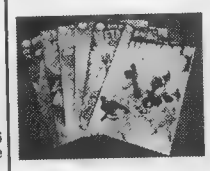
282 - Amazing Spider-Man (Marvel Comics 1967-1974) #'s 49, 51, 54, 57, 58, 60. Overall FN; #50 & 129 VG Estimate $150-$225

283 - Spider-Man (Marvel Comics 1990) #1 Platinum Edition VF. Estimate $50-$75



284 - Hawkman Group (DC Comics 1964-1968) #'s 2 FN, 3 FN+, 4 FN, 6 VF, 7 FN, 8 FN, 9 FN+, 10 FN, 11 FN, 12 VF, 13 FN, 14 VF, 15 FN, 16 FN+, 17 VF, 19 FN+, 21 FN, 22 VF, 23 VF, 24 VF, 25 VF, 26 FN/VF, 27 FN+. Sharp group. Estimate $400-$500

285 - Showcase (DC Comics 1961-1968) #'s 30 FR, 36 FN-, 38 FN, 64 GD/VG, 73 VG+, 74 VG+. Estimate $200-$300

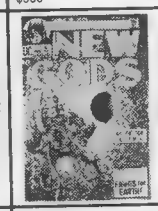


286 - Brave & Bold Group (DC Comics 1959/1964-1968) #'s 25 GD; 54, 58, 62, 71, 80 FN overall. Estimate $100-$125

287 - Ghost Rider (Marvel Comics 1973) #1 FN. Estimate $20-$30

288 - Sgt. Fury (Marvel Comics 1964) #8 FN. Estimate $30-$40

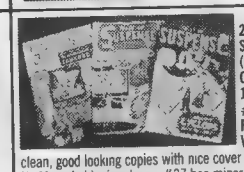
289 - Superman (DC Comics 1967) #199 FN. 1st Superman/Flash race. Estimate $40-$60



290 - New Gods (DC Comics 1971) #1 FN+. Estimate $40-$50

291 - Tales of Suspense (Marvel Comics 1963-1964) #'s 43, 59. FN overall. Estimate $125-$175

292 - Tales of Suspense (Marvel Comics 1964) #57 strict VF. Origin and 1st appearance of Hawkeye High grade flat & tight copy with great cover gloss Interior paper is tan. Estimate $80-$120



293 - Tales of Suspense (Marvel Comics 1960-1963) #'s 10 FN, 35 FN+, 37 VG+. Flat and clean, good looking copies with nice cover color and gloss. No Marvel chipping. Issue #37 has minor color touch on spine. Estimate $175-$250

294 - Tomb of Dracula (Marvel Comics 1972) #1 FN/FN+. Estimate $30-$50

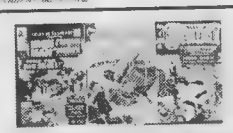
295 - X-Men Giant Size (Marvel Comics 1975) #1 VF. 1st appearance of the New X-Men Estimate $250-$350

296 - House of Secrets (DC Comics 1971) #92 FN+. 1st appearance of Swamp Thing. Classic grey - tone cover by Wrightson. Estimate $150-$200

297 - Journey Into Mystery (Marvel Comics 1963-1964) #'s 89, 102, 108. Solid low grade copies with no Marvel chipping. VG overall. Estimate $60-$80

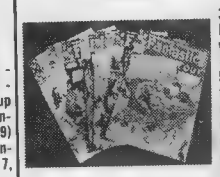
298 - Tales of Suspense (Marvel Comics 1963) #43 VG. Early Ironman appearance. No Marvel chipping. 1 ½" tear on back cover. Estimate $50-$75

299 - Tales of Suspense (Marvel Comics 1964) #'s 49 FN/VF, 52 FN. Featuring the 1st X-Men and Avengers crossover (#49) and 1st appearance of Black Widow (#52). Clean and flat copies with good cover gloss. Estimate $60-$85

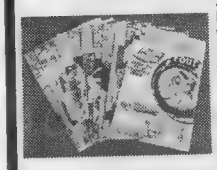


300 - Tales of Suspense (Marvel Comics 1964-1965) #52 FN/VF, #53 FN, 65 FN. Some great stories featuring 1st Black Widow (#52) and origin (#53) and 1st Silver - Age of Red Skull (#65) Estimate $100-$125

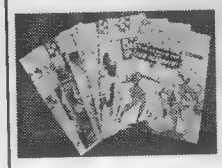
301 - Silver - Age Sub - Mariner Group (Marvel Comics 1968-1969) Includes Ironman & Sub-Mariner #1; Sub-Mariner #'s 1-3, 5, 7, 8, 10. Overall FN. Estimate $100-$150



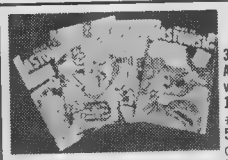
302 - Fantastic Four Group (Marvel 1965-1967) #'s 42, 44, 47, 52, 60, 67. Flat, tight and clean copies with rich colors and great cover gloss FN+ overall. Estimate $150-$200



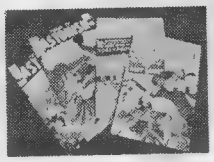
303 - Fantastic Four Group (Marvel Comics 1965-1967) #'s 38-40, 49, 50, 53, 57-59. Good looking books with excellent color, gloss and eye appeal FN overall Estimate $200-$300



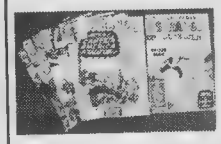
304 - Fantastic Four Group (Marvel Comics 1964-1971) #'s 27, 30, 32, 33, 36, 43, 112 and Annual #5. VG+ overall with no Marvel chipping Estimate $75-$125



305 - Tales to Astonish (Marvel Comics 1963-1964) #'s 44, 45, 53, 56. Issue #44 origin and 1st app of the Wasp FN overall with no Marvel chipping Estimate $150-$200

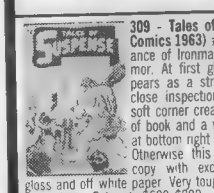


306 - Tales to Astonish Group (Marvel Comics 1962-1964) #'s 35 VG+, 42 VG+, 44 FN, 54 VG/FN. Early Ant - Man adventures Estimate $300-$400

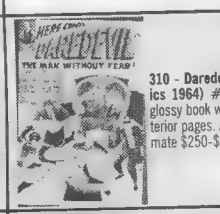


307 - Strange Tales (Marvel Comics 1963-1967) #'s 114, 115, 120, 128, 134, 135, 151 and Annual #2. Featuring Captain America tryout (#114), origin of Dr Strange (#115) and 1st Nick Fury (#135) FN+ overall Estimate $350-$450

308 - Strange Tales (Marvel Comics 1963-1967) #'s 115 GD/VG, 115 VG+, 125 VG+, 148 VG, 154 VG+. Has 2 copies featuring the origin of Dr Strange (#115) Estimate $75-$125



309 - Tales of Suspense (Marvel Comics 1963) #40 VF. 2nd appearance of Ironman in new golden armor. At first glance this book appears as a strict VF/NM but upon close inspection one can notice a soft corner crease at top left corner of book and a very light tiny crease at bottom right corner of front cover. Otherwise this is a very beautiful copy with excellent colors, cover gloss and off white paper Very tough to find in this nice of condition Estimate $600-$800



310 - Daredevil (Marvel Comics 1964) #3 VF+. Flat and glossy book with cream color interior pages. A real beauty! Estimate $250-$350

311 - World's Finest Comics (DC Comics 1945) #17 FN. Great bright banana yellow cover Soft reading creases on front cover Interior pages are white and fresh. Estimate $300-$400

312 - Suspense Comics (Continental Mag. 1945) #9 GD/VG. L B Cole eyeball cover. Solid copy with good colors Some paper loss on front cover in circular shape here a cup may have rested Estimate $200-$300

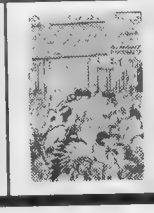
313 - Beware Terror Tales (Fawcett Pub. 1952) #1 FN. Good looking book with some wear at spine. Estimate $100-$200

314 - Classic Comics (1943) #15 strict VF. Uncle Tom's Cabin. A very attractive copy of this classic original. Estimate $300-$500

315 - More Fun Comics (DC Comics 1941) #70 strict FN/VF. Dr Fate cover is bright with strong colors and most of original gloss. Book is flat and has tight, firm spine. Dust shadow at right edge and minor, clean ⅜" tear at lower staple. Supple, creamy interior pages. Estimate $900-$1200

316 - Batman (DC Comics 1944) #22 strong VF- (Spokane Copy). This pedigree book has fresh, offwhite pages and full cover gloss along with incredibly bright colors Save for minor stress wrinkles at spine area, this beauty would command VF+, at least. It also has a small "K" in red grease pencil which is indicative of some of the other books from the aforementioned pedigree collection Estimate $700-$900

317 - X-Men (Marvel Comics 1963) #2 VG+. Believe it or not, this book actually has a "VF" look to it Upon inspection, a bend at the right bottom corner of book is evident, which affects all pages and causes faint crease line on front and back cover (About 3" on front and 5" on back) Book is fresh otherwise, with incredible, bold colors and "almost-like-new" gloss Pages are cream to light tan No "Marvel" chipping anywhere. Estimate $200-$300



318 - Star Spangled Comics (DC Comics 1951) #119 FN+. Glossy, bright cover. Pages cream to light tan Just very minor wear and the fact that cover shows about ¼" of white along spine from being stapled wrong, keeps this baby from the higher ground. Estimate $80-$120

319 - Nightmare (Ziff Davis 1952) #2 VG/FN. Front cover and interior are close to VF quality! The back cover has one small ⅛" chip at edge and some minor abrasions and a few small spots of dirt. There is a "B" stamped in ink on front painted cover Book contains art by Kinstler Estimate $60-$80

320 - The Black Terror (Standard 1947) #21 FN. Book is basically VF in every way, save for dark toning on edges of inside covers and bottom corner of first page. Covers are glossy with bold, fresh colors, highlighted by attractive Alex Schomburg cover art! Rust at staples. Estimate $75-$125

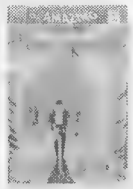
EXECUTIVE COLLECTIBLES PHONE AUCTION

Friday, October 16 - Phone (817) 337-1561 • Fax (817) 337-0789

321 - Amazing Spider-Man (Marvel Comics 1963) #5 FN. This book has got to be the best fine condition Spidey #5 on earth. It is glossy and fresh with cream to light tan pages. Colors are strong with no smearing as is usually seen on this book. The book is VF in every regard, save for a tiny chip at top right corner of cover and another tiny chip at right edge that is only noticeable upon close inspection. Estimate $300-$400

322 - Amazing Spider-Man (Marvel Comics 1971) #100 VF. NM, save for neat date stamp (Jun 7 1971) at top left of corner and a tiny indentation on cover that is in the red of Spidey's costume. Estimate $80-$120

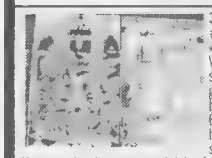
323 - Out of the Night (ACG 1951) #1 GD. Scarce first issue which features Al Feldstein art. Even though it looks like a FN, we've given it a technical grade of GD because it has a little dab of glue at top of spine to mend a ½" split. It also has small letters "ICC" scratched into cover and minor abrasions in two spots. Back cover has some chipping along one edge. Pages tan. Estimate $50-$75



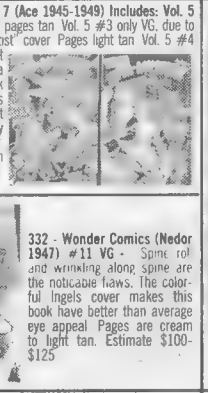
324 - Amazing Spider-Man (Marvel Comics 1967) #50 FN-. Classic anniversary issue by Romita. Attractive reddish/brown cover is glossy and fresh. There is a little wear at bottom edge and a bit at lower staple. Has great eye appeal. Pages off-white. Estimate $80-$120

325 - Jumbo Comics (Fiction House 1946-1947) #89 and #100. #89 is VF strong cover colors and gloss. Flat and tight with light tan pages. #100 is only FN, due to miscut cover (not noticeable from front). Back cover is about ⅜" shorter than the interior pages. Looks VF from front. Glossy and bright. Pages tan. 2nd to last page is "rough cut" at right edge. Estimate $125-$175

326 - The Monkees (Dell Comics 1967) #1 FN. First issue features a new vintage photo cover of the popular singing quartet. Book has a very small "pinch" at top edge of book that effects most pages, but does not break the paper on any. Otherwise, just very slight general wear. Glossy and bright. Estimate $25-$50



327 - Super - Mystery Comics Collection of 7 (Ace 1945-1949) Includes: Vol. 5 #2 FN; Great Torture cover. Tiny corner chip, pages tan. Vol. 5 #3 only VG, due to warping, but looks solid. Has neat "Mad Scientist" cover. Pages light tan. Vol. 5 #4 VG. Has cream pages. Average wear and light staining on covers. Vol. 6 #1 FN. Book has a great look to it! Colors abound against the black background of cover. Appears near VF, but has 6" corner crease at bottom right that does not break color. Pages are dark yellow. But still very supple. Vol. 6 #2 only VG, but appears better. Has great bondage cover with lots of color. Pages are somewhat brittle at edges, with chipping at top corner of some pages. Front cover has a ½" sliver chip at right edge. Slight scuffing near bottom staple. Vol. 7 #2 FN- Solid book, but has minor chipping at top and bottom of spine and ½ tear at top edge. Pages tan. Vol. 8 #5 FN+. VF save for light 2" corner crease at top right corner. Pages light tan. Has art by Mesun Tuska and Greene. Tough this nice! A nice selection of books from a difficult title. Estimate $350-$450

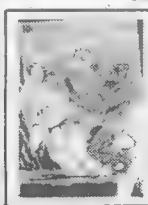


328 - Suspense Comics (Continental 1946) #1 2 FN-. A scarce book! Looks great, but has minor flaws that reduce grade. Such as, tiny corner chip at bottom right corner of cover, very faint diagonal corner crease (about 8"). Cover is slightly loose due to staple pulls. Pages are light yellow. Cover has great color and gloss. And of course, great L.B. Cole artwork. Estimate $400-$600

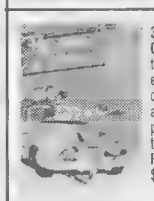
329 - Thrilling Crime Cases (Star 1951) #44 FN. Bright colors and gloss compliment this L.B. Cole cover. Pages light tan and inside covers dark yellow. Normal minor wear on covers from reading (i.e., minor creasing, etc.). Estimate $50-$70

330 - Weird Science (E.C. 1952) #14 FN. Terrific Wally Wood cover and story art! Normal wear at corners and spine from reading. No major flaws. Pages tan. Estimate $80-$100

331 - Weird Tales of the Future (S.P.M. 1952) #4 GD. Classic "Brain Bats of Venus" cover by Wolverton. Wolverton story art as well. Low grade from being enjoyed, but no major flaws. Spine roll and some creasing along with tan pages account for grade. Book is still very collectable. Estimate $75-$100



332 - Wonder Comics (Nedor 1947) #11 VG - Spine roll and wrinkling along spine are the noticable flaws. The colorful Ingels cover makes this book have better than average eye appeal. Pages are cream to light tan. Estimate $100-$125



333 - Action Comics (DC Comics 1948) #1 19 FN. For the grade this book has great eye appeal. Not for a couple of tiny color flakes off spine, and staple pull at bottom staple, the book would be closer to VF quality. Bold cover colors. Pages light tan. Estimate $125-$175

334 - Action Comics (DC Comics 1948) #120 FN+. Slightly nicer than the previous lot although with similar defects keeping it from VF. Cover has bold, fresh colors. Pages are light yellow. One tiny color flake off near spine and wear around lower staple and slight wear at bottom of spine. Book has a "VF look" to it. Estimate $150-$200

335 - Adventures Into the Unknown (ACG 1954) #54 FN-. Glossy black cover highlights this somewhat scarce 3-D comic. The small stress creases along spine and tiny split at bottom (about ⅛"), and ½" tear at edge of back cover keep it at only FN-. The book does have a good look to it. Estimate $75-$145

336 - Amazing Adventures (Ziff - Davis 1950) #1 strict VG. The front cover actually has a nice Fine look to it. It retains full original gloss with fresh, bold colors. There is some creasing near top edge and a small ¼" tear. The small insect "chews" at edges of back cover and corner chips affecting several pages and back cover, are what makes it only VG. Pages are light yellow. This book features artwork by some of comicdom's best artists such as Alex Schomburg, Wally Wood, and Murphy Anderson! Estimate $75-$125

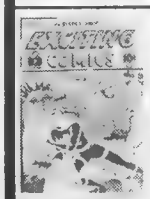
337 - Batman (DC Comics 1944) #25 VG. Features the first Joker and Penguin team - up. Black cover has a real nice look to it, but examination of spine reveals chipping and a 1" spine split at bottom and 2" at top. Pages are light yellow to dark tan. Estimate $250-$300

338 - Crown Comics (McCombs Publ. 1945) #4 FN+. Features Matt Baker cover and art. Colorful and glossy cover. Pages are light yellow. Very minor wrinkles and light scuffing on cover, keep it from VF. Estimate $75-$125

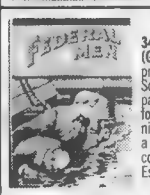
339 - Danger Trail (DC Comics 1951) #4 FN. Scarce! A seldom offered book. Minor stress creases along spine and minor wrinkling at right edge of front cover, keep this book from a higher grade. There is also a very small dab of silver paint on back cover. Not used as restoration, just there. Pages are light tan. Estimate $200-$250

340 - Darling Romance (MLJ 1949) #1 FN. Features a striking Betty Page photo cover! Wear along spine and top staple pull keep book from VF. Pages are supple and dark cream colored. Cover colors are strong. Estimate $60-$90

341 - Exciting Comics (Nedor 1944) #32 VG+. Features a fabulous Alex Schomburg war cover. Cover is very bright and glossy! Colors are fresh and bold. Interior pages are white at center, but toned at top and bottom borders. There is browning at top and bottom edges inside covers. The book is very solid, save for a ½" chip out of back of spine. Great eye appeal! Estimate $75-$125



342 - Exciting Comics (Nedor 1945) #37. Another great Alex Schomburg war cover. Nice cover colors. Pages are light yellow. Book is solid, but has staple pull, ½" edge tear at bottom of front cover, and a tiny tear at back of spine. Estimate $100-$150



343 - Federal Men Comics (Gerard Publ. 1945) #2 VG. A pretty scarce book. Siegal and Schuster art has "spanking" panel. Book is a solid FN, save for a stain about the size of a nickel, on front cover. There are a few small creases at top right corner of cover page. Light tan. Estimate $75-$100

344 - Fight Against Crime (Story Comics 1951) #'s 1 and 2. First issue is a nice FN/VF with bright, fresh color covers. Only some wear along center of spine area on back cover, keep it from VF or better. #2 has small some spine stress creases and some wear at bottom edge of front cover. There is also some large foxing spots on 1st page. FN. Estimate $200-$250

345 - Manhunt (ME 1948) #4 strict FN+. Close to VF. Neat fire engine red cover with eerie skeletal hand delivering a letter from Death, Inc. Cool! Interior paper is light tan. Estimate $100-$150

346 - Nightmare (St. John 1952) #3 FN. Painted cover is glossy and fresh, but has some light wrinkling in a couple spots and some wear at bottom staple. Interior paper nice cream color and book features Ray Kinstler art. Estimate $75-$100

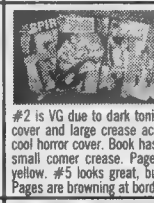
347 - Planet Comics (Fiction House 1947) #49 FN. Cover is miscut, as is common with this title. Also, some fading has occurred, but is not obvious. There are two very small tears (about ¼" each) at edge of back cover. Interior paper tan. Estimate $125-$175

348 - Planet Comics (Fiction House 1948) #53 FN-. Looks VF at 1st glance, but has a very, very small chip out near spine at bottom of front cover. Very minor staple pull at top. Striking bondage cover. Book used in S.O.T.I. Pages light tan. A little darker tan at edges. Estimate $75-$125

349 - Planet Comics (Fiction House 1949) #58 VF. Great looking space age cover. Fresh colors and square corners. Interior paper is a dark cream color. Only notable flaws are two tiny, tiny edge tears on back cover (1/32" ea.) Estimate $200-$250

350 - Planet Comics (Fiction House 1952) #67 FN. Has a strong VF look to it at 1st glance. However, there is a ½" long sliver chip at top edge of front cover. Colors are very strong and fresh. Gloss is outstanding. Books near the end of this run are very tough in high grade due to very limited print runs and distribution. Back cover has a small chip out of tip of bottom corner and a few other tiny chips at edges. Interior paper is tan. Inside covers are dark yellow. Estimate $90-$120

351 - Red Seal Comics (Chesler 1947) #20 VG/FN. Has strong cover colors and neat horror cover art. Cover has a long vertical crease that does not break color. There is slight rippling at top of pages. Probably from moisture, not bad, though. Pages are light tan. Estimate $80-$120

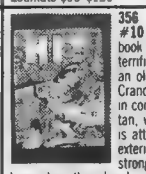


352 - The Spirit (Fiction House 1952-1954) #'s 2 & 5 are VG, #3 FN. Books have good eye appeal because each has bright and glossy covers which feature Will Eisner art, of course. #2 is VG due to dark toning on inside and outside back cover and large crease across front cover. #3 sports a cool horror cover. Book has normal wear along spine and small corner crease. Pages and inside covers are light yellow. #5 looks great, but has a 4" spine split at top. Pages are browning at borders. Estimate $150-$200

353 - Star Spangled Comics (DC Comics 1951-1952) #'s 122, 124 FN. 122 starts the Ghost - Breaker series. A tough book in any grade, this one looks VF at 1st glance, but has a tiny chip out of bottom right corner of cover and a thin film of some sort of shiny residue at top of front cover. Only noticeable in certain lighting angles and only in a small area. Pages cream to light tan. #124 is above average, considering how tough it is. Black cover shows a couple of light creases and a ½" tear at bottom staple. There is a sliver out of top edge of back cover (¼"). Pages cream to light yellow. Estimate $175-$250

354 - Superman (DC Comics 1951) #68 VG/FN. A good looking copy with bold cover colors. Pages are supple and dark cream colored. There is some wrinkling near bottom staple which is pulled through cover. Also, a 1" spine split at bottom. This book features the 1st Luthor cover for this title. Estimate $100-$150

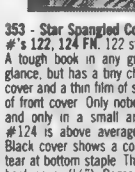
355 - Super-Mystery Comics (Ace 1943) Vol. 3 #6. Apparent FN/FN+. A superb looking book. Glossy, action-packed cover, with lots of color. Unfortunately, somebody chose to put several dabs of black color tough to spine, which does show on inside cover when inspected. There are also 3 pages that have had a little nice paper reinforcement near top. It doesn't even appear that the work was necessary. Pages are supple and light tan. Book includes some interior art by L.B. Cole and Kurtzman. Estimate $100-$150



356 - Hit Comics (Quality 1941) #10 FR/GD. Despite grade, this book has a lot going for it. It has a terrific Lou Fine cover and contains an old witch story, with art by Reed Crandall, which was his first artwork in comics. Interior is supple and light tan, with darker tan at edges. Cover is attached by tape, both inside and exterior at spine. Cover color still strong, except in the "I" and "T" of logo, where there has been slight erasure. Estimate $100-$150

357 - World's Finest Comics (DC Comics 1943) #9 FR/GD. Has a terrific cover depicting Batman, Robin, and Superman hurling baseballs at the faces of Hitler, Tojo, and Mussolini. Cover is detached and so is 1st page, but paper quality of interior is nice. Pages are very supple, with cream to light tan color. Inks are strong throughout, including cover. Estimate $75-$125

358 - Flash Comics (DC Comics 1940) #3 GD. Interior is complete, with paper quality being light tan and supple. There is one page that has a tiny hole through it and two others that have some light stains (looks like coffee), just at about ⅛ of the page. There are also two small pieces of tape at staple area of centerfold page. The Shelly Moldoff cover is rough, due to creasing and minor edge tears along with a ½" piece of tape at top of spine and a 3" piece along bottom of spine. There is wear at corners and a slight spine roll which is normally expected for this grade. A name has been erased from yellow logo area of cover. There is also light penciling in the "F" and "L". Cover colors, for the most part, are still bold. Estimate $300-$500

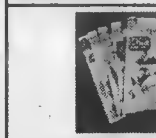


359 - The Flame (Fox 1940-1941) #'s 2 and 7 FR/GD. Cover of #2 has been detached from interior and has an 8" piece of tape which holds the front and back together. The interior pages are tan and supple. No major defects in interior. Only corner wear #7 has strong cover colors and retains some of its original gloss, but is held together and attached to interior, by tape. There are only two small pieces of tape on the exterior, but quite a bit on inside covers. Interior pages very nice, as they are square and supple, with light tan color. Lot also includes the Flame (Ajax 1955) #2 is G/VG. Estimate $100-$200

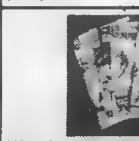
360 - Golden Age Comics Collection of 4. Includes Zip Comics (MLJ 1940) #2 FR. Extensive taping to front cover and last page of interior. Blackhawk #19 (Quality 1948) GD, due to two small pieces of tape at top staple of front cover. Dynamic comics (Chesler 1946) #19 GD-, due to two small pieces of tape at top staple and bottom of spine. Police Comics (Quality 1945) #41 FR/GD, due to centerfold being detached and rusty staples. Estimate $100-$150

361 - Amazing Fantasy (Atlas Mag.1962) #15. Origin and 1st appearance of Spider-Man by Stan Lee & Steve Ditko. Solid copy with no Marvel chipping. Good colors and overall eye appeal for a low grade copy. Most of the wear is at spine and at top of front cover. Interior paper is cream. GD/VG. Estimate $1,200-$1,600

362 - Amazing Spider-Man (Marvel Comics 1963) #'s 1, 2, 4, 5. Books feature some great battles with the Fantastic Four (#1), Vulture (#2), Sandman (#4) & Dr. Doom (#5). Issue #1 has tape at right edge of front cover and chipping at top. GD overall. Estimate $700-$900



365 - Amazing Spider-Man (Marvel Comics 1964) #'s 12-15, 17-19. Features 1st appearance of Mysterio (#3), Green Goblin (#14), Kraven (#15). FR/GD overall. Estimate $200-$250

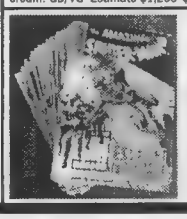


366 - Amazing Spider-Man (Marvel Comics 1964-1965) #'s 11, 16, 20-23. #11 has appearance by Doc Ock. #16 Daredevil. #20 1st Scorpion. #23 Green Goblin. VG/FN overall. Estimate $300-$400

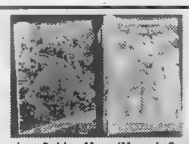
364 - Amazing Spider-Man (Marvel Comics 1963-1964) #'s 3, 8, 9. 1st appearance of Doc Ock (#3) and Electro (#9). Issue #3 is VG+. #'s 8, 9 VG with no Marvel chipping. Estimate $400-$600

368 - Amazing Spider-Man (Marvel Comics 1966-1968) #'s 39-64. Classic stories and artwork by John Romita Sr. VG to VG+ overall. Estimate $300-$400

367 - Amazing Spider-Man (Marvel Comics 1965-1966) #'s 24-38. All Steve Ditko issues. Some classic stories. VG+ overall. Estimate $300-$500



369 - Amazing Spider-Man (Marvel Comics 1968-1971) #'s 65-99. VG to FN overall. Estimate $200-$400



370 - Amazing Spider-Man (Marvel Comics 1971-Present) #'s 100-223, 268-376. Issues #100-200 VG to FN, #201-223 FN, #268-376 VF to VF/NM overall. Estimate $300-$400

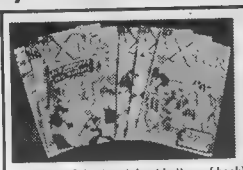
371 - Metal Men (DC Comics 1963-1978) #'s 1-56. Issue #1 is a nice FN with good colors and interior paper. A few chips on back cover. The rest of the run averages out to VG/VG+ overall. Estimate $300-$400

372 - Lois Lane Near Complete Run (DC Comics 1958-1974) Lois Lane #'s 2-36, 38-137. A solid group of books from a difficult run to complete. Issue #2 PR, #3 GD, #4 GD, rest of run is GD+ to VG+ overall. Estimate $800-$1000

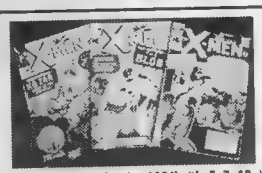
EXECUTIVE COLLECTIBLES PHONE AUCTION

Friday, October 16 - Phone (817) 337-1561 • Fax (817) 337-0789

373 - X-Men (Marvel Comics 1963) #1. Origin and 1st appearance of original X-Men, Professor X and their most deadly foe Magneto. Good looking solid copy with no Marvel chipping. Colors on cover are faded a bit with interior paper being cream. VG+. Estimate $600-$800



374 - X-Men (Marvel Comics 1963-1964) #'s 2-4, 6, 8, 9. Issue #2 VG; 3 VG/FN; 4 VG (water stain at bottom of book); 6, 8, 9 all VG+ with no Marvel chipping. Estimate $400-$600



375 - X-Men (Marvel Comics 1964) #'s 5, 7, 10. Issue 5 GD; 7 VG- (tape); 10 GD. Estimate $75-$125

376 - X-Men (Marvel Comics 1965-1966) #'s 15-17, 21, 25, 26. Issues 15-17 & 25 all VG with no Marvel chipping; #21 GD (spine roll); 26 GD+. Estimate $100-$125

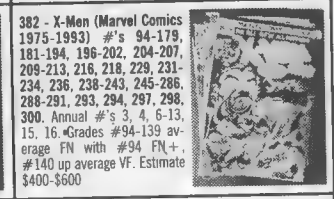
377 - X-Men (Marvel Comics 1965-1966) #'s 11-14, 18. GD+ overall with no Marvel chipping Estimate $100-$125

378 - X-Men (Marvel Comics 1966-1967) #'s 19, 20, 22-24, 27, 28, 30. Good looking copies with nice colors and no Marvel chipping. Issue #19 FN+ with all other issues VG+ overall. Estimate $150-$175

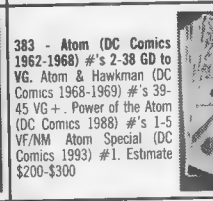
379 - X-Men (Marvel Comics 1967-1968) #'s 31, 32, 34, 42, 44, 46-48. GD/VG overall. Estimate $40-$50

380 - X-Men (Marvel Comics 1967-1968) #'s 33, 35-41, 45, 49-51. Attractive, flat, clean group of books. #49-51 have artwork by Steranko. VG+ to FN overall. Estimate $200-$225

381 - X-Men (Marvel Comics 1969-1975) #52-93. Some great issues, highlighted by Neal Adams artwork/covers (#56-63, 65) VG/FN average condition. Estimate $250-$300

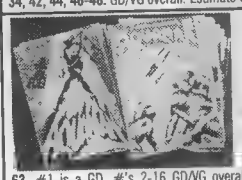


382 - X-Men (Marvel Comics 1975-1993) #'s 94-179, 181-194, 196-202, 204-207, 209-213, 216, 218, 229, 231-234, 236, 238-243, 245-286, 288-291, 293, 294, 297, 298, 300. Annual #'s 3, 4, 6-13, 15, 16. Grades #94-139 average FN with #94 FN+, #140 up average VF. Estimate $400-$600

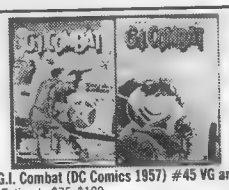


383 - Atom (DC Comics 1962-1968) #'s 2-38 GD to VG. Atom & Hawkman (DC Comics 1968-1969) #'s 39-45 VG+. Power of the Atom (DC Comics 1988) #'s 1-5 VF/NM Atom Special (DC Comics 1993) #1. Estimate $200-$300

384 - Atom (DC Comics 1962) #1. Bright, clean, flat & tight copy with good cover gloss. Interior paper is tan Strict FN Estimate $175-$225



385 - Aquaman (DC Comics 1962) #'s 1-63. #1 is a GD, #'s 2-16 GD/VG overall, #'s 17-63 VG/FN overall. Estimate $300-$400



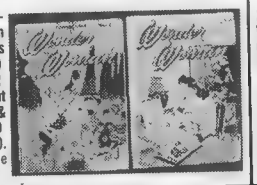
386 - G.I. Combat (DC Comics 1957) #45 VG and #55 VG+. Estimate $75-$100

387 - G.I. Combat (DC Comics 1964-1967) #'s 107, 113, 121-123, 131, 135-137, 139, 140, 142, 143, 156, 161, 169, 176-179, 181, 183, 185-187, 189, 191, 193, 194, 196, 199, 200, 219, 220, 225-228, 230, 236-239, 241-246, 248, 249, 288. Grades: #'s 107-161 GD+ overall; #'s 169-230 VG+ overall; #'s 236-288 FN/VF overall. Estimate $150-$200

388 - Hawkman (DC Comics 1964-1968) #'s 1-27. #1 GD, #2 and #3 VG+, #'s 4-27 GD+ to VG+ overall Estimate $200-$300

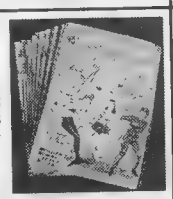
389 - Mystery in Space (DC Comics 1959) #53. Adam Strange series begins. Tough issue in any condition. VG-. Estimate $200-$300

390 - Mystery in Space (DC Comics 1959-1964) #'s 46, 54-96. Very difficult run featuring Adam Strange and Hawkman. VG overall. Some issues have rust at staples. Estimate $600-$900

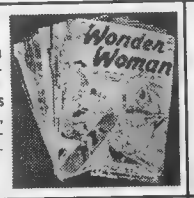


391 - Wonder Woman (DC Comics 1945/1947) #13 FR (chunk out of cover) & #25 GD (spine roll). Estimate $75-$100

392 - Wonder Woman Silver-Age Group (DC Comics 1955-1961) #'s 73, 74, 77, 78, 85, 92-94, 100, 101, 104, 110, 112, 116, 117, 120-124. Low grade run from a very difficult era. All books are solid with decent eye appeal GD/VG overall. Estimate $200-$250



393 - Wonder Woman Silver - Age Group (DC Comics 1961-1964) #'s 125-144, VG overall. Estimate $75-$125



394 - Wonder Woman (DC Comics 1964-1985) #'s 145-200 VG+ overall, #'s 201-249 FN overall, #250 up are VF overall. Estimate $200-$400

395 - Superman (DC Comics 1946-1947) #40 and #45. Issue #40 PR. Issue #45 FR Estimate $50-$75

397 - Superman (DC Comics 1952-1958) #79 GD-, 85 VG-, 89 FR/GD (tape), 90 GD+, 99 VG, 100 PR/FR, 103 FR, 105 GD, 106 FR-, 109 FR, 112 GD, 118 FR+. Low grade, but complete copies of tough issues. Estimate $250-$350

398 - Superman (DC Comics 1956) #104 FN/FN+. Flat, clean & glossy. Estimate $100-$200

399 - Superman (DC Comics) #'s 110, 114, 116, 117, 119, 121, 124-126, 128-131, 133, 134. Solid, low grade run. Issues #119, 133, 134 have water damage. #121 writing in logo area. Overall GD/GD+. Estimate $250-$300

400 - Superman (DC Comics 1955-1960) #'s 101, 102, 107, 108, 111, 122, 127, 132, 135. VG overall. Estimate $300-$400

401 - Superman #1 Annual (DC Comics 1960) Solid copy of the first DC Silver - Age annual. VG. Estimate $125-$175

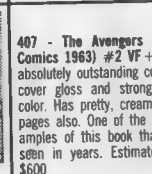
402 - Superman Annuals (DC Comics 1960-1964) #'s 2-8. #2 GD, 3-4 VG, 5 GD (water damage), 6 FR (water damage), 7 GD, 8 VG (spine split). Low grade, but solid, complete issues. Estimate $125-$175

403-80 Page Giant Set (DC Comics 1964-1965) #'s 1-15. Grades are #'s 1-5, 8, 9, 12, 15 GD/VG overall; #'s 6, 11, 13, 14 VG overall; #7 FN. Estimate $250-$300

404 - House of Secrets (DC Comics 1958-1966) #'s 13, 56, 59, 60, 63, 64, 67, 69, 70, 73, 76, 83, 120, 128, 131-137. Issues # 13, 56, 59, 60, 67, 69, 70, 73, 76 are GD to GD/VG All others FN overall. Estimate $100-$150

405 - House of Secrets (DC Comics 1964) #66. 1st Eclipso cover. Sharp, tight, flat with nice cover gloss. Fresh cream interior paper FN+. Estimate $30-$50

406 - Captain Marvel (Marvel Comics 1968-1979) #'s 1-62. #1 FR (tape); #2-11 VG to VG/FN; #12-16 FN; #17 VG, #18 FN, #19 VG, #20-24, 27, 29, 30, 32, 34, 36, 41, 45, 49, 53, 54, 56, 59, 61 and Giant Size #1 are FN overall; #'s 52, 57 GD; #58 VG, #'s 25, 26, 28, 31, 33, 35, 37-40, 42-44, 46-48, 50, 51, 55, 60, 62 are FN+ to VF overall. Estimate $150-$200



407 - The Avengers (Marvel Comics 1963) #2 VF+. An absolutely outstanding copy. Full cover gloss and strong, strong color. Has pretty, cream colored pages also. One of the best examples of this book that we've seen in years. Estimate $400-$600

408 - Avengers (Marvel Comics 1963-1966) #'s 1 FR (tape & color touch), 3 FR, 4 GD, 5 GD, 6 GD/VG, 7 GD/VG, 8 GD, 9 GD/VG, 10 FR/GD, 11 GD, 12 GD, 14 GD, 16 GD, 18 GD, 20 GD, 21 FR, 23 GD, 24 FR, 25 GD, 26 GD, 27 GD, 28 GD. Estimate $400-$500

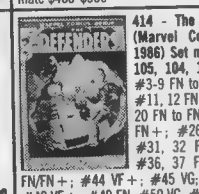
409 - The Avengers Group of 17 (Marvel Comics 1965-1968) Includes #'s 13, 15, 17, 19, 22, 29-34, 36, 38, 42, 43, 45, 50. Overall VG (#32 GD). Estimate $100-$125

410 - Avengers (Marvel Comics 1963-1966) #'s 1 FR (tape & color touch), 3 FR, 4 GD, 5 GD, 6 GD/VG, 7 GD/VG, 8 GD, 9 GD/VG, 10 FR/GD, 11 GD, 12 GD, 14 GD, 16 GD, 18 GD, 20 GD, 21 FR, 23 GD, 24 FR, 25 GD, 26 GD, 27 GD, 28 GD. Estimate $400-$500

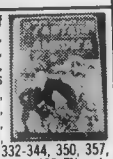
411 - The Avengers Collection of 97 Different. (Marvel Comics 1968-1991) Includes #'s 53, 71, 74, 80, 81, 113 overall FN+; 117 VF, 121-124, 127, 128, 131-133, 136, 137, 145, 148, 151-154, 157, 162, 169, 171, 174, 175-182, 184, 194, 199, 201, 202, 204, 207, 209-215, 217, 218-220, 224, 227, 228, 230, 233-235, 237-239, 242, 244, 245, 247, 251, 254, 257, 263-265, 267, 269, 270, 275, 278, 287, 288, 290, 294-296, 298, 299, 317, 326, 328, 331, 342, Giant Size 2, Annual #9, 11-13. Most NM or better Estimate $200-$300

412 - Marvel Team-Up (Marvel Comics 1972-1985) #'s 1-150. A complete set of the popular title that matched Spider-Man with most of Marvel's other heroes in one issue or another. Issue #1 FN; 2 VF-; 3 GD; 4 FN; 5 VG; 6-10 FN, 11 GD; 12-49 average FN; 50-60 average FN+; 61-65, 67, 68, 75, 76, 81, 85 VG; 66, 69, 70-74, 77-80, 82-84, 86-150 average FN+-VF, a few FN; Annual #1, 4-7 VF; 2 FN; 3 VG. Estimate $60-$90

413 - Ironman (Marvel Comics 1968-1993) #'s 1-290 (except for 38 books) plus Annuals #1-7, Giant Size #1, and Ironman and Submariner #1. A near complete 30 year run. Includes #'s 1, 2, 4, 5, 8, 10, 16, 18, 20, 21, 24, 29, 32, 36-39, 42, 45, 47, 48, 52, 55, 57, 61, 62, 65, 71 all VG; #'s 3, 6, 7, 9, 11, 12-15, 17, 19, 22, 25, 26-28, 34, 35, 40, 41, 43, 44, 49-51, 53, 54, 58-60, 63, 64, 66-70, 72-106, 108-114 average FN, #'s 116-211, 213-220, 222-227, 229-232, 237, 240, 243, 244, 246-248, 250, 253-254, 257-259, 261-266, 275, 278, 280, 286, 288, 290 average VF/NM; #'s 107, 115 GD; #'s 30, 31, 33, 46 FR; Ironman & Submariner #1 FN; Annual #1, 2 VG; #3 FN, #4 VF; #'s 5-7, 10 NM; Giant Size #1 FN. Estimate $400-$500



414 - The Defenders Near Set (Marvel Comics Group 1972-1986) Set missing only #81, 83, 105, 104, 144, 145. #1, 2 FN; #3-9 FN to FN+; #10 VF/VF+; #11, 12 FN+; #13, 14 VF; #15-20 FN to FN+; #21-24 VG; #25 FN+; #26-29 VG, #30 FN+; #31, 32 FN; #33-35 VF/VF+; #36, 37 FN; #38 VG; #39-43 FN/FN+; #44 VF+; #45 VG; #46 VF; #47 FN+; #48 VF+; #49 FN; #50 VG; #51-54 FN+; #55 NM; #56-58 FN+; #59 VG; #60 VF; #61-73 FN to FN+; #74 NM; #75 FN; #76-78 VF/NM; #79 VG; #80 NM, #82 FN; #84-86 VG; #87 VF+; #88-91 FN; #92 VG; #93 NM; #94-96 FN/FN+; #97 VF+; #98, 99 FN; #100 VF+; #101-103 FN; #104 NM; #106 FN; #107 VF/NM; #108 VF/NM; #109-113 FN to FN+; #114, 115 VF/NM; #116 FN; #117-122 VF/NM; #123-125 FN/FN+; 126-131 VF/NM; #132-134 FN+; #135, 136 NM; #137 FN; #138 VF; #139 FN; #141 VF; #142 VG; #143 VF/NM; #146-148 VF/NM; #149 FN; #150 VG; #151 FN; #152 NM; Giant-Size #1-5 FN to FN+; Annual #1 FN. Estimate $100-$150

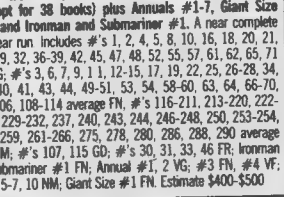


415 - Captain America Group of 240 Different. Includes #'s 100, 102, 115, 125, 126, 128, 129, 132, 134, 141-143, 150, 156, 157, 158, 163, 165, 178, 186 overall VG; #'s 101, 103-114, 116-124, 127, 130, 131, 133, 135-140, 144, 145-149, 151-155, 159-162, 164, 166-169, 170-177 average FN; #'s 179-183, 187-302, 304-310, 314, 325, 328, 332-344, 350, 357, 375-377, 379, 398, 400, 404, 405, 407, 409 FN+ to VF/NM; Annual #2 GD, #5 FN+; Giant Size #1 FN. Estimate $250-$350

416 - Sea Devils Group of 19 Different (DC Comics 1961-1966) Includes #'s 1, 2, 13 G/VG; #'s 3-9, 18, 21, 24 VG; #'s 11, 12, 15, 17, 25, 30 FN. Estimate $200-$300

417 - Rip Hunter Time Master (DC Comics 1961-1965) Near set. Only missing #'s 10, 12, 19 & 24 for completion. Includes #'s 1, 15 G/VG; #'s 4, 6, 7, 13, 14, 16-18, 20, 22, 26 GD; #'s 2, 8, 11, 27-29 VG; #'s 3, 5, 10, 21, 23, 25 FN. Estimate $250-$350

418 - Superman (DC Comics 1960-1962) #'s 137, 138, 142, 145, 146, 148-150. Solid, low grade issues. #148 (tape at staples), #150 (water damage). GD overall. Estimate $75-$100



423 - Superman (DC Comics 1967-1984) #'s 200-401. Superman (2nd series) #'s 1-19, 44, 50, 71, 72, 74, 78; Man of Steel #'s 1-6, Superman: Secret Years #'s 1-4. A super run of books. Issues #200-345 VG+ to FN+; #346-401 VF overall. All other issues VF/NM overall. Estimate $200-$400

424 - Action Comics (DC Comics 1945 & 1947). #88 GD and #115 FR. Low grade, complete copies. #115 has complete spine split. Estimate $50-$75

419 - Superman (DC Comics 1960-1961) #'s 136, 139-141, 143, 144, 147. Solid, clean issues with good cover colors and interior paper. VG+ overall. Estimate $150-$200

420 - Superman (DC Comics 1962-1966) #'s 152, 154, 156, 160-163, 165, 167, 169, 171-180, 182. GD overall. #167 coupon clip from back cover. Estimate $100-$125

421 - Superman (DC Comics 1962-1965) #'s 151, 153, 155, 157, 159, 164, 166, 168, 170, 181. Attractive books. VG overall with #157, 158 and 181 FN+. Estimate $150-$200

422 - Superman (DC Comics 1966-1967) #'s 183-199. Featuring the first Superman/Flash race (#199). GD/VG overall. Estimate $100-$125

425 - Action Comics (DC Comics 1953-1959) #184 FR, #191 GD (detached) and #251 FR/GD. Estimate $50-$75

426 - Action Comics (DC Comics 1957-1959) #'s 224, 225, 249. Attractive copies with good color and eye appeal. Strict VG+ overall. Estimate $75-$125

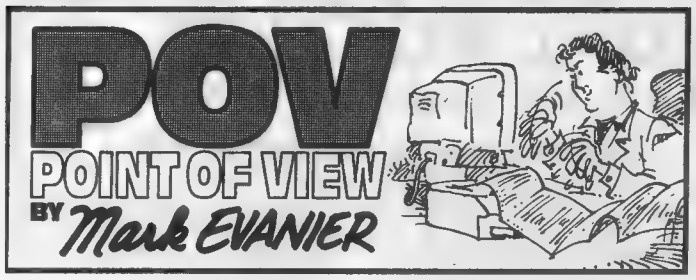
427 - Action Comics (DC Comics 1959-1963) #'s 259, 262, 264-266, 273, 277-279, 281-285, 287-292, 295, 296, 299. Some very tough issues. Low grade, complete copies. GD+ overall. Estimate $150-$200

428 - Action Comics (DC Comics 1957-1962) #'s 235, 253, 255, 257, 258, 267, 270, 272, 280, 286, 293, 294. Group includes 3rd Legion app. (#267) and origin Comet, Superhorse (#293). Good looking group of books with deep colors and excellent eye appeal. VG+ overall. Estimate $300-$400

429 - Action Comics (DC Comics 1963-1967) #'s 302, 304-307, 310, 312, 314, 315, 320, 321, 323 (PR-coverless), 326, 328-330, 332, 334-338, 341-350. Earlier issues GD+ overall. (#323 coverless). #330-350 VG/VG+ overall. Estimate $75-$100

430 - Action Comics (DC Comics 1963-1966) #'s 300, 301, 303, NON, 311-313, 316-319, 327, 331, 339, 340. Issue #340 has origin and 1st appearance of Parasite. FN overall. #300 and #301 are FN+. Estimate $125-$150

431 - Action Comics (DC Comics 1966-1993) #'s 351-394, 397-558, 561, 570, 577, 582-601, 619, 643, 662, 692. A great run of books starring the Man of Steel. #351-520 are VG to FN. #520 on up are VF to NM. Estimate $300-$600



As we all know, most comic-book art is pencilled and then inked. That is, an artist does the drawing in pencil on a piece of Bristol Board (art paper) and then another artist — or the same guy — takes a pen and/or brush and goes over the pencil lines in ink. The final result is a piece of original art that is said to be the work of both artists. That is, if Gil Kane pencilled it and then Murphy Anderson inked it, we say that is a piece of Kane/Anderson original art. Very simple.

But I don't think most folks are aware that some comic-book art in the past has been produced by a penciller and inker who didn't actually work on the same piece of paper.

The method I am about to describe has most often been employed on "funny animal" comics, but it's been used in books of a more serious style, as well. It was especially prevalent around Western Publishing (Dell Comics and, later, Gold Key) and was used in perhaps two-thirds of their Disney and Warner Brothers comics. They called it the "tissue" method, even though the paper involved was usually a good quality tracing paper or vellum.

Most artists, when they draw with a pencil, do not just sit down and draw their final lines. They do a certain amount of what some call "underdrawing" — light sketching, often barely visible — and then, when they're satisfied they have plotted the basic construction points of the image, they will then go to a darker line for the final image.

There are many variations on this, of course. Some artists will do their underdrawing and basic layout with a light blue pencil, then switch to a normal pencil as they do the final drawing. And some artists who ink their own work bypass this stage altogether. Their pencils are their underdrawing and then they do their real drawing in ink.

With the tissue method, the penciller can make as big a mess as he likes with his underdrawing and still give the inker a clean pencil drawing from which to work. Instead of drawing on the final art paper, he sketches on other sheets, usually of white bond. Then he places the tissue (or vellum) over this and, using the same pencil, traces his final draft of the art onto the tissue.

The tissue is what he hands in. It is then taped to the back of a piece of two-ply (not too thick) piece of illustration board. The inker — sometimes the same person, usually not — will then work on a light table. (Quick glossary for non-artists: A light table is a drawing board that has a piece of glass or translucent plastic as its main surface, with a fluorescent or incandescent light below. The inker can see the drawing through the illustration board and can then use the usual inking tools to trace the drawing onto the art paper. Later, the tissue is discarded.)

This method has many advantages, especially for cartoony art. Here are the first five that come to mind:

1. It's especially comfortable for artists who are accustomed to working in animation. Most of the folks who drew for Western had worked for or were moonlighting from Disney or Warners or some other studio. When they worked in cartoons, they worked on light tables, constantly tracing their roughs to produce clean animation drawings.

2. It yields very clean, tight pencil drawings. Art for funny animal comics tends to be free of extraneous lines.

3. Two words: No erasing.

4. The inkers might not like working on a light table (some do, some don't) but many of them like working on a piece of illustration paper that is absolutely fresh. When I edited comics for Hanna-Barbera, I had one inker who refused to ink art not done on tissues.

Said he, "If the penciller works on the board, by the time it gets to me, the paper surface is ripped to shreds by the point of his pencil, plus all the erasing he's probably done. There's oil from his fingers all over the art, and that makes it difficult for me to use the kind of brush and ink I prefer. Plus, if the penciller smokes, the paper usually reeks of tobacco and I have to sit there and smell it while I work on the job. It's so much easier for me to start with a pristine piece of board."

(He wasn't kidding about that tobacco odor. I actually did have one penciller whose work no one wanted to ink — not because of the art but because of the smell. His artwork literally stunk.)

5. The tissue method also makes it possible to re-ink a story. Once, I gave an assignment, pencilled on tissues, to a new inker who handed back a sub-standard job. Had he done this over art pencilled directly on the board, the penciller's work would have been destroyed. In this case, I merely took the tissues, gave them to a better inker, and had him redo the pages.

That's five, and there are probably others, too.

•

Thousands of comics have been drawn this way. You may not be familiar with the names Pete Alvarado, Harvey Eisenberg, Kay Wright, and Tony Strobl, but those are four of the most prolific comic-book artists in history. They pencilled all or nearly all of their zillions of pages on tissues. It was, at one point, a very common method of drawing funnybooks.

Yet, most folks who work in or study comics have never heard about it. I probably have about two dozen books on how to write and draw comic books and, if any of them even mentioned this technique, I sure missed it.

Back in '75, my friend Mike Royer was doing some inking for DC and he was sent an issue of *Freedom Fighters* to letter and ink. Ric Estrada had done what are sometimes called *breakdowns* — rough, unfinished pencilling — and Mike was supposed to turn this into finished art. (Watch this space in three or four weeks for a discussion of the various degrees of pencilling: layouts, breakdowns, shakedowns, *etc.*)

In order to clean up and tighten what Estrada had done, Mike decided to employ a variation on the tissue method. He had worked for Western on some of their funny animal comics, so he was quite familiar with it.

He took Estrada's pages — which were on regular Bristol Board — then put them on his light table and traced the important lines onto other illustration paper. He did some additional pencilling, then lettered and inked on that other paper. When he turned the job in to DC, he not only sent them 18 pages of finished *Freedom Fighters* art, he sent them back the untouched Estrada pencilled pages.

The day his package arrived at DC, I happened to be loitering in their halls, pretending I was in the business. The folks there were happy with the art but baffled as to how he had managed to ink Ric Estrada's pencils — but still return Ric Estrada's pencils. Grown men, some of whom had worked in comics for decades, were wandering around going, "Did you see what Royer did? How did he do that?" I explained to them all about inking on a light table but they looked at me as though I'd grown antlers.

One production assistant — a gent long and unsurprisingly out of the industry — was for some reason outraged at Mike's ingenuity. He proclaimed, "We hired him to ink Estrada's pencilling, not trace it onto other paper."

"You're happy with the results, aren't you?" I asked.

"Oh, yes. It looks great."

"So what's the problem?"

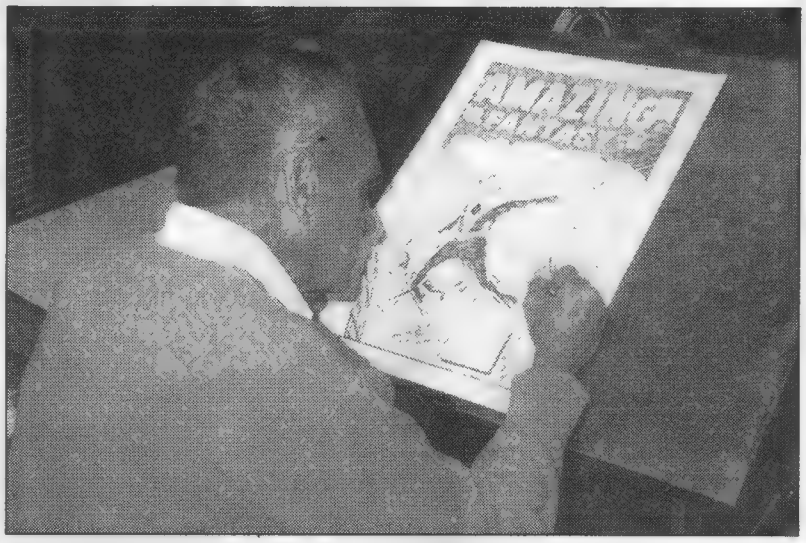
He thought for about five minutes — or, at least, it seemed like five minutes. Finally, he announced, "When we return the original art, how can we divide it up between penciller and inker?" (DC had just started returning original art after publication.)

I said, "How about: You send Estrada the pages with his art on them and you send Royer the pages he did?"

He pondered that for another five minutes, then said, "I suppose that would work."

I told this story as part of my ongoing crusade in this column. You remember that crusade. It's the one about how there are many different ways to write or draw a

"An interesting controversy appears to be brewing — one that requires us to more clearly define 'original artwork.'"



Jack Kirby at his drawing table.

JUGGLING Multiple Titles

Brent Frankenhoff
CBG Associate Editor

Silence of the Bat

As the "Aftershocks" of Gotham City's "Cataclysm" continue to rumble throughout DC's Batman titles, the individual series have gone to more self-contained pieces.

One of the best of the lot is the story in *Detective Comics* #726 (Oct 98, $1.99). Chuck Dixon and Brian Stelfreeze seamlessly work Batman's ongoing quest to save a kidnapped little girl with his earlier visit to The Joker at Arkham Asylum.

The interaction between The Dark Knight and his arch-nemesis reads like something from *Silence of the Lambs,* and one keeps expecting The Joker to start spouting Hannibal the Cannibal lines, but instead a new facet of the relationship between the two adversaries is revealed.

Hopefully, these type of stories will continue once Batman gets back from the "One Million" crossover. This is the way Batman should be written.

comic book and how all those "how to" books do a disservice by describing only one.

I think companies get into procedural ruts. They develop a certain assembly-line process — one person does this, one person does that, and so on — and then everything gets done that way. This is, to my mind, silly. Writers are all different, artists are all different, and different projects are (or should be) all different. So we who do them owe it to ourselves to learn every possible method, experiment with every possible method, and even to invent new ones.

•

Before I go, **I have a related topic to discuss.** An interesting controversy appears to be brewing — one that requires us to more clearly define "original artwork."

I don't think he's around any more but, years ago, there was an artist who sold original Jack Kirby art that Jack had never drawn. Let us call him, for the sake of explanation, Mr. Shmidlap.

Shmidlap would find some Kirby sketch in a fanzine and he would trace it onto illustration board, ink it, and sign the drawing, "Kirby/Shmidlap." He would then sell it for the prices one might charge for an unpublished Kirby sketch. Sometimes, he would trace a cover that Jack did for *Captain America* or some other comic book and represent it as a preliminary rough of Jack's that he'd inked. (Hint to art buyers: Jack didn't do a lot of preliminary rough sketches in his career — and most of them were not tight enough that someone else could really ink them.)

I'm not sure if Shmidlap actually fibbed and claimed the piece had begun with an actual Kirby pencil drawing or if he merely allowed them to believe this. But the folks who bought them usually thought that Jack had sketched something on that very piece of paper and then Shmidlap had inked it in. I believe he did this with other artists, as well, but the only ones I was certain the first artist had never touched were those ostensibly drawn by Kirby.

This was unethical. In fact, it was often unethical on two levels: The art was misrepresented to the buyer, and then one of these drawings might be published in a fanzine and ballyhooed as "A new cover by Jack Kirby." Jack was always a little amazed to find that he had drawn a cover for some magazine without lifting a pencil.

Now, in the last few years, we have seen a growing market for re-creations, especially of covers. C.C. Beck did them, Dick Sprang does them, Sheldon Moldoff does them, Gil Kane does them, many artists have done them.

Kirby, in the last few years of his life, did several, many of them inked by folks like Dick Ayers and Joe Sinnott. Dick and Joe have done a number on their own, tracing covers they originally did with Jack or other artists.

There is no problem with these being confused with originals. The re-creations I've seen have been represented as nothing but re-creations. In particular, the ones done wholly by the inker are always signed in a manner that makes it clear that the penciller did not work on the piece.

Still, the line is beginning to blur: When is original art not original art?

Since Kirby passed away, his two most prolific — and, to my mind, best — inkers of the last few decades, Mike Royer and Joe Sinnott, have both said they will not ink Kirby pencil art any longer. The supply of Jack Kirby pencil art is now finite, and both Mike and Joe feel that whatever still exists should be preserved, just as Jack drew it. So they will not ink actual pencils.

What they have done a few times is to trace the drawing, inking it on another piece of art board, so that Jack's original is untouched. The covers on John Morrow's excellent magazine *The Jack Kirby Collector* are usually done this way. A recent issue, for example, features a leftover Kirby drawing of Kamandi that Royer inked — but Mike did it as a tracing so as not to obliterate the pencil drawing.

The drawing that results is a piece of original art — but is it a Kirby/Royer drawing? Well, not exactly. Kirby never touched that piece of paper. If you think it is a Kirby/Royer drawing, then answer this question: What if Mike traced the same pencil drawing three times? Would he then have created three pieces of Kirby/Royer original art?

Well then, is it a Mike Royer drawing? No, Mike was doing essentially the same thing he was doing when he inked actual Kirby pencils — he just didn't do it on the same piece of paper. It would be fibbing to sign this drawing "Mike Royer" and not mention Kirby.

So is it a re-creation, like those covers Sprang and Sinnott have done? No, this drawing was never published before.

This is getting tougher. Is it a forgery then, like our old pal Shmidlap was hawking? No, there's no misrepresentation here.

So then, what is it? What do we call it? Danged if I know.

But there are a lot of drawings floating around the con this year that fall into this Twilight Zone category. At last year's Comic-Con International, several dealers and purchasers came up to me and asked me to authenticate, if applicable, drawings that purported to be inked versions of Kirby pencils. One guy paid a bundle for a drawing that, in my estimation, was pretty firmly in the Shmidlap category. The last time I saw him, he was racing angrily back to the dealer to demand a refund. Either he got it or some art merchant lost a few bicuspids.

This is a growing problem, mentioned to me by several who traffic in original art.

And do I have a solution for it? No, I don't. Just thought I'd mention it is all.

Mark Evanier can be reached at 363 S. Fairfax Ave., #303, Los Angeles, CA 90036 or in cyberspace at evanier@ix.netcom.com.

USE THE PRICE GUIDE THAT'S A DETAILED CHECKLIST!

1999 Comic Book Checklist and Price Guide

5th Edition
by Maggie Thompson and Brent Frankenhoff

Inside you'll find:
- NEW DATA on many previous listings!
- 5,000 more comics than last year's edition - more than 80,000 comics!
- 15,000 more up-to-date prices - that's 240,000 current prices listed in three grades of condition!

Also features:
- Independent releases and hard-to-find editions, as well as newsstand releases
- More annotations, with prices thoroughly researched and updated
- Each issue featured separately, most featuring original cover prices and many with original cover dates
- An informative, easy-to-use photo grading system and guide to defects to help novice and expert collectors

The previous edition sold out in 6 months! Order yours before it's too late!

Softcover • 7 x 10 • 616 pages
300+ b&w photos
DO05 • $16.95

Credit Card Calls Toll-free
800-258-0929
Dept. CCHC
Monday-Friday, 7 a.m. - 8 p.m. • Saturday, 8 a.m. - 2 p.m. CT
Visit and order from our secure web site: **www.krause.com**

To order by mail send selection list and quantity with payment to:
Krause Publications
Book Dept. CCHC
700 E. State Street, Iola, WI 54990-0001
Please add appropriate shipping, handling and state tax charges as follows:
Shipping & Handling: Book Post - $3.25 1st book; $2 ea. add'l. Call for Overnight or UPS delivery rates. Foreign addresses $15 per shipment plus $5.95 per book.
Sales tax: WI residents add 5.5%, IL 6.5%.

SATISFACTION GUARANTEE
If for any reason you are not completely satisfied with your purchase, simply return it within 14 days and receive a full refund, less shipping.

For the love of comics: An interview with Joe Giella

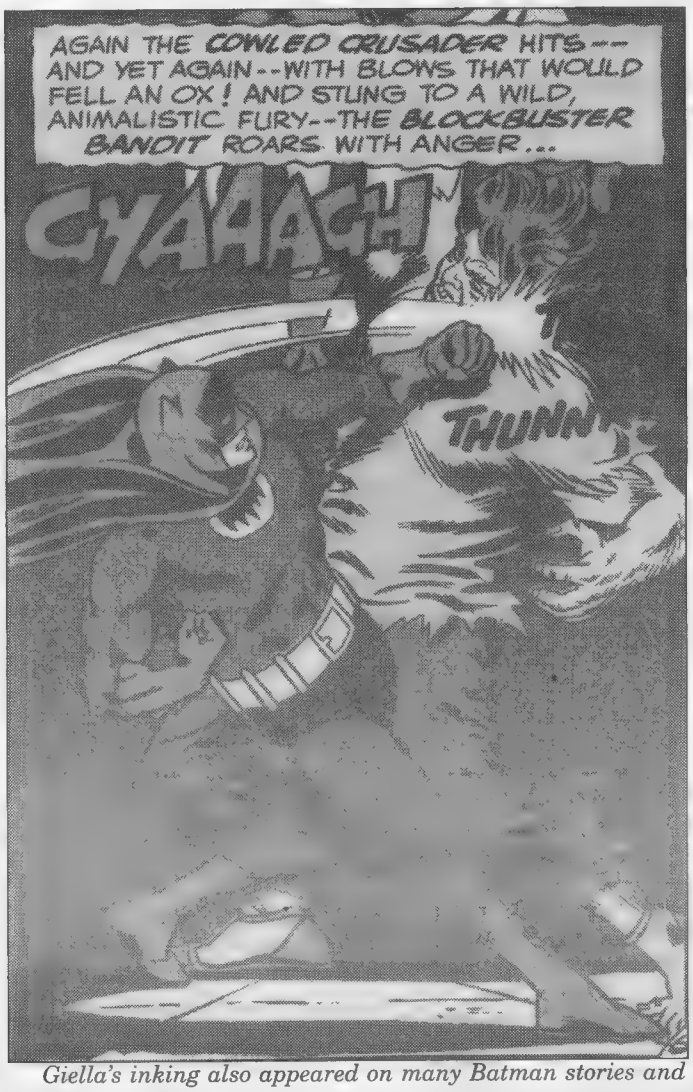
By James Cangialosi

When you speak with Joe Giella, it becomes apparent the passion this man has for comics. His career in the comics industry, whether in comic books or strips, has spanned decades. With each and every work Giella has done, you can see the love and care that went into making them. One of the amazing things about Giella's vast career is how much of his work went uncredited for so long. He was not allowed to put his name on the work he did for *Batman*. He did uncredited work on *The Phantom*. While he has said it did bother him that he couldn't sign his name to these appearances, he continued doing his job and doing it well for the love of his family and the industry.

"I started out as a penciller and an inker, but, for monetary reasons, artists like Frank Giacoia and myself decided to ink, instead."
— Joe Giella

There is a rare quality about Joe Giella. His work has such a sleek and detailed style — a style he developed over the years — that it cannot be mistaken. Some of the covers drawn by Carmine Infantino feature Giella's inking. On *Mary Worth*, Giella can now sign his name to each and every strip he produces about the character. He is quite proud of that fact. He has come a long way from the boy who started out drawing on grocery store bags. It seems that the emphasis in the comics industry usually falls on the writer and artist more than anyone else, but the inker plays an integral role, as well, in producing the final product. And the final product is what all comics fans are concerned about.

Giella inked some of Gil Kane's earliest ***Green Lantern*** *stories.*



Giella's inking also appeared on many Batman stories and covers.

Getting started

CBG: *What led you to a career in comics?*

Giella: While attending the School of Industrial Art, I had thought about entering the field of cartooning. I recall someone mentioned to me that you do best with something that you love. I decided to become a cartoonist, because I thought it would be an exciting field and I love the comics.

CBG: *Did you receive any formal training?*

Giella: *[Laughing]* You mean besides the paper bags and on school books? Not really. I was obsessed with drawing as an adolescent. This was obvious. I was constantly doodling during my junior-high classes. My teachers recommended that I attend the School of Industrial Art for high school.

I also attended classes at the Art Students League, along with Joe Kubert and Mike Sekowsky. In addition, I took a couple of commercial art classes at Hunter College. I must be honest and state that what really helped my training was working at home till 3 or 4 o'clock in the morning buried in anatomy and second-hand art books. We had a large family, and my family could not afford a formal education for me. The only way I was going to succeed was by teaching myself.

CBG: *Did you meet any fellow artists during this time who would also go on to have a career in comics?*

Giella: I met many artists and made many friends along the way. My closest friend was Frank Giacoia. He was a talented artist and a good friend. We lived in the same neighborhood and we worked together as artists at Timely Comics. In fact, I asked Frank to be my best man at my wedding.

CBG: *What did your parents think about your wanting to become an artist?*

Giella: My father was not too happy with my decision. He thought I should become a city worker: either a cop, fireman, or sanitation worker. I broke the family tradition by becoming an artist. Eventually, he realized how serious I was about art and he supported me.

CBG: *What comics artists besides the strip artists do you think inspired you in your work?*

Giella: Dan Barry. I loved the way Dan would design a panel. We worked together on comic books and the *Flash Gordon* comic strip. I often refer to my collection of *Flash Gordon* originals whenever I run into a problem drawing *Mary Worth*.

Another of my favorite artists was Stan Drake. He illustrated the *Heart of Juliet Jones* comic strip. Stan was a true master of his craft. I never met him, but Dan and I often admired and studied his work.

CBG: *What was your first professional comics job?*

Giella: My first professional comics job was with Hillman Periodicals. Ed Cronin was my editor. I pencilled and inked a feature called "Captain Codfish," which was showcased in *Punch and Judy* #10. This job assignment gave me a printed piece to include in my portfolio.

Spending time at Timely

CBG: *You mentioned that you worked at Timely Comics. What were Stan Lee and Jack Kirby like back then?*

Giella: They were very talented and I respected them both. Stan and I are still friends. In fact, we attended the first Superman movie together. I was pleased to be reunited with Stan again at the San Diego convention in 1996.

CBG: *Was that your first trip to the San Diego convention?*

Giella: Yes it was. They honored me for all the years in the comics business and for my present work on *Mary Worth*. The convention itself was mindboggling. I had no idea that there were so many fans. They were

warm and friendly to my family and me. I was shaking hands and signing autographs for three days!

CBG: *What did you work on while you were at Timely Comics?*

Giella: Stan put me in the bullpen. This was an area allocated for new artists. We would pencil, ink, letter, touch up, do corrections, *etc.* This was a terrific experience for me as a young artist. Captain America, Human Torch and Sub-Mariner were some of the features I worked on at Timely.

CBG: *How long did you remain with Timely?*

Giella: I worked on staff for approximately three years.

Not just an inker

CBG: *Are you primarily an inker?*

Giella: Not really. I started out as a penciller and an inker, but, for monetary reasons, artists like Frank Giacoia and myself decided to ink, instead. We could ink two or three pages daily, as opposed to pencilling one or two pages a day. Times were tough, and our parents were barely making ends meet. We really had to help out.

DC Comics assigned me many licensed jobs which I pencilled and inked. I penciled, inked, and colored many jobs for various agencies, as well. In addition I designed 21 T-shirts for Walt Disney, through Allison Manufacturing Co.

I designed, pencilled, inked and colored two super-hero books for Simon and Schuster. I also pencilled and inked the *Batman* comic strip for about four years. Drawing that strip was a joy, but, unfortunately, I was never allowed to sign my own name to it. Bob Kane's name had to be included on all the strips. This was one of the reasons I decided not to continue the strip.

CBG: *What goes into inking a comics story?*

Giella: In order to be a good inker, you have to know how to draw. If you don't, you will become a "line follower" and only duplicate the pencilling. This can be disastrous, if the original pencilling is bad and you are not able to correct it. A good inker should try to strengthen the weak areas and incorporate dramatic shadows and techniques, if needed. There is an awful lot of work involved in finishing a pencil job, and, let's face it, the finish is what is actually printed.

CBG: *Many pencillers find it difficult to ink their own work. Do you?*

Giella: That's true, because the main concentration of the penciller is on the pencils. Inking is an art in and of itself. You could spend a lifetime learning how to become an accomplished inker. It's similar to painting. Many painters can't draw, but, boy, can they paint!

Inking is a style that you develop over time and lots of experience. The goal of the inker is to lose as little of the pencillers' work as possible, because they would really chastise you if you lost too much of their work. [*Laughing*] The inker always gets the brunt of it, if a penciller isn't happy with the finished work.

CBG: *What was the pay rate for inkers when you first started?*

Giella: It varied, but I think it was around $12 a page. I inked about two pages a day. Some inkers did four, five, or more a day.

Deep in my heart, I was never in it for the money. Improving my drawing ability took first priority. An artist should do the best he can. You won't last long in this business, if you "rap" the work out. The ones who did were called "speed merchants," and they didn't last very long. I've always taught my boys and my students that it is better to take your time and do a good job. Speed will come with experience.

CBG: *Have any of your children followed your example and gone into the art field?*

Giella: I tried to guide my children to do whatever will make them happy, but they made their own decisions. I have three sons and a daughter. My first son, Joe, is in the computer business. He has won many awards and is the top salesman in the country this year. My second son, Dan, is an art director in Manhattan. My third son, Frank, teaches American history and art. He also assists me by coloring the *Mary Worth* Sunday page. My daughter is a district manager. My wife, Shirley, is a great cook and keeps us all together.

Sharp inking

CBG: *Many of your contemporaries say that you have a very sharp and detailed style in your inking. How would you characterize your work?*

Giella: I agree. I do have a strong, solid finishing style. This was brought about because the comic-book reproduction years ago left a lot to be desired. The production managers would constantly instruct us to strengthen the lines and keep the art strong and solid.

Today, due to advanced printing and computer technology, the reproduction is beautiful.

CBG: *You worked at DC for 40 years. Do you remember your first assignment?*

Giella: I worked on many of the DC characters. Batman, Flash, love stories, war stories, Superman, Aquaman, Green Lantern, Wonder Woman, *etc.* But I think Hopalong Cassidy may have been my first.

CBG: *How were assignments given out?*

Giella: Julie Schwartz was my primary editor. He would give out the assignments. If other editors needed help, I would pitch in from time to time — but, for most of my 40 years, I worked with Julie.

He and I got along very well together. In fact, we were and still are good friends. He was also a no-nonsense type of guy. He wanted the work delivered on time. The only deadline that I ever missed in 40 years was when my father passed away.

Forty years of Batman

CBG: *How long did you work on Batman in comic books?*

Giella: On and off for about 40 years. This includes comics pages, covers, and the *Batman* syndicated strip. Lately, between *Mary Worth* deadlines, I am trying to fulfill my list of requests for Batman drawings and posters.

CBG: *For many years you and Shelly Moldoff ghosted for Bob Kane. You inked Shelly's work for quite some time. How would you characterize his work?*

Giella: When Shelly took over Batman, he apparently had to imitate Bob Kane's style, and I think he did. I don't think Bob spent too much time working on Batman, so it was Shelly who carried it for many years. I've always appreciated Shelly's work, although the style is not my cup of tea. I've always preferred a more realistic style.

CBG: *Did it bother you that you and Shelly didn't get any credit for Batman?*

Giella: Not at the time. It did bother me when I was pencilling and inking the *Batman* syndicated strip. The feature appeared in more than 600 newspapers, and I was not allowed to sign the strip.

I can remember when Bob Kane used to appear on TV. He would draw Batman and some of the other characters on a large pad. The audience could not see that I had previously drawn Batman, The Joker, The Penguin, *etc.*, on the same pad with a light blue pencil. Then Bob proceeded to go over my drawings with a magic marker as if he was actually drawing them freehand. My kids would say "that's not fair," What could I do? It wasn't my strip, and Bob Kane *did* create Batman.

I also worked on the *Phantom* strip for 17 years and I never got any credit for that, either. Now I've been pencilling, inking, and lettering *Mary Worth* for more than six years and I'm getting credit for it.

CBG: *Who was your editor on the* ***Batman*** *syndicated strip?*

Giella: Mort Weisinger. He was very tough. In fact I quit twice because of him. He kept talking me into working for him again, but it reached a point when enough was enough. You would have to haggle with him over a few dollars. At one point I told him that I would recommend someone else to him who could handle the job. He got furious and told me I had to stay with the strip. He promised he would talk to someone and try to get me more money.

Covering Carmine

CBG: *When sales for* ***Batman*** *began to fall, Julie Schwartz brought Carmine Infantino in to give the character a new look. Were you still working on* ***Batman*** *during this time?*

Ever wonder who inked all those speed lines in ***The Flash****? Giella worked on several issues in the early 1960s.*

Later in his career, Giella worked on ***Weird War Tales****, including the two stories shown here.*

Giella: Yes I was, and bringing Carmine in was a good move. I did a lot of work with him on *Batman*. Recently, the original art for a cover that Carmine and I worked on brought $17,000 at an auction. Ironically, I never received a penny from that transaction and I don't know who owned the cover. Boy, this sure is a super-hero-oriented country.

CBG: *What would you say about Infantino's style?*

Giella: Carmine's main concern was layouts. Everything else was secondary. Carmine is a terrific layout man. His work is easy to read, because his layouts and design are quite good. He is a master of that type of storytelling.

We worked on quite a few stories featuring Batman, Flash, *etc*. Another artist I admired was Gil Kane. He is a terrific designer and layout man. I enjoyed working with both of them. It's amazing how many fans tell me that they love the work I did with Carmine and Gil.

CBG: *Did you ever ink Alex Toth's pencils?*

Giella: Yes, I did. Alex is an excellent artist. He has a very strong style. His style of storytelling is exciting. It was a pleasure to ink his work. Everything was all there: you didn't have to worry about pulling things together. His work really brought the industry to another level.

Difficult jobs

CBG: *Whose pencils were the most difficult to ink?*

Giella: Each artist's pencils presented some problems when inking, including my own. Mike Sekowsky's and Sheldon Moldoff's pencils were tough to ink. Mike's main concentration was on layouts, and Shelly's style was "campy." I preferred to work in a more realistic style. It bothered me when Mort Weisinger wanted me to ink the *Batman* strip in a camp style to simulate the *Batman* TV show.

CBG: *Did you ever work on Jack Kirby's pencils?*

Giella: Not really. You see, we both worked for different editors. I do remember helping Frank Giacoia ink a Kirby job. This job was assigned to Frank. I liked Jack and really admired his dynamic exciting style.

Collecting his work

CBG: *Did you save any of your original work?*

Giella: Yes. I have a large art collection. My son Frank is a collector. He has a huge collection of art by many artists. We have most of the pages I did since 1968.

Sadly, we only have a few of the *Batman* comic strips that I did in the '60s. When my wife was pregnant, our pediatrician asked me for a *Batman* original. I called the syndicate, and they sent me two of my *Batman* Sunday strips. I was going to give them both to our doctor, but my wife convinced me to keep one for my studio. Thanks to her, I have one Sunday strip.

I also gave away some of the *Batman* dailies to some fans. I wish I had them back. Somehow, the word got around that I would have liked to have them back. Would you believe that one fan was nice enough to return two *Batman* daily strips to me? I appreciated that gesture so much. Comics fans are the greatest. After drawing the *Batman* strip for almost four years it is nice to have a few originals. Years ago, originals were usually destroyed. Who knew how valuable they would become?

CBG: *Do you feel there are any under-rated artists?*

Giella: I think the majority of artists work very hard at their job. If you worked at DC and Marvel back then, you had to be pretty good. There was always a standard to getting into these companies. You had to do good work.

One artist I think was underrated was Freddy Ray. He pencilled and inked *Tomahawk* for DC. This man is an illustrator. He had a loose, exciting style. His inking was all brush work.

Another underrated artist was José Salinas. He was a master. He illustrated *The Cisco Kid*. Every panel was an illustration.

From super-heroes to 'Mary Worth'

CBG: *Did you retire from DC and move directly into comic strips?*

Giella: No, I went into the advertising business; I also started painting. This I loved, but I missed comics. When King Features called me to draw *Mary Worth*, I couldn't wait to start, and this time I was allowed to sign my name.

Mary Worth has been around since 1934 [as *Apple Mary*]. When I first began on the strip, I had to change my style a little, because I could not deviate too much from the previous style. This was very difficult for me. Little by little, I was able to bring my own style into the strip. John Saunders, the writer of *Mary Worth*, thought I wouldn't enjoy drawing the strip because I was used to comics characters flying off rooftops and crashing through windows. You know what? He was right.

It took a while before I got used to the different format. *Mary Worth* is a soap opera. Mary manages an apartment complex, and the stories focus on the residents. The stories are interesting and captivating. I try to create interest and excitement with the characters.

Mary Worth is still one of the most circulated adventure strips. It appears in more than 400 papers worldwide. I get more fan letters now requesting drawings and originals than I ever did in the comics. I am very proud to work on this strip and it feels good to sign my name.

CBG: *What's the difference between working on a comic book and a comic strip?*

Giella: They are similar but, because of the dimensional difference, you are not restricted to two or three panels, as with a syndicated strip. On a comics page, an artist can do much more with six or more panels. There are always deadlines, but with a syndicated strip you get fined if you don't deliver on time. You must be at least five weeks ahead on the dailies — and seven weeks ahead on the Sunday page.

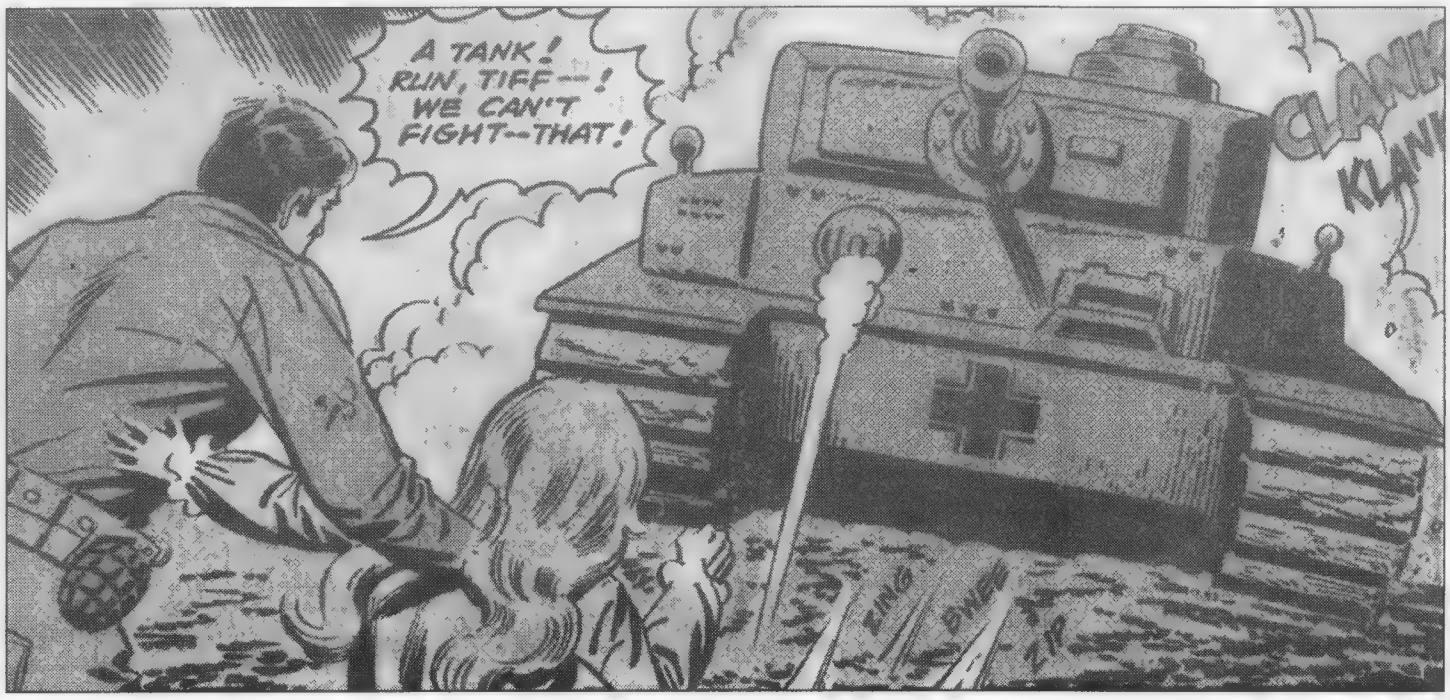
CBG: *Did you ever think that comics would reach the levels they have?*

Giella: No, I had absolutely no idea. I'm not really sure why it took off the way it did. It seems that fans really love the super-heroes. Probably the *Batman* TV series and Superman and Batman movies helped to bring the super-heroes into the spotlight on a grander level.

CBG: *Has working in comics been rewarding for you?*

Giella: It sure has. This is a very tough field, I love it, and I did my very best throughout my career. Dan Barry told me something that stuck with me my entire life: He said, "Joe Giella is like a fine wine. He gets better with age."

I hope he is right!



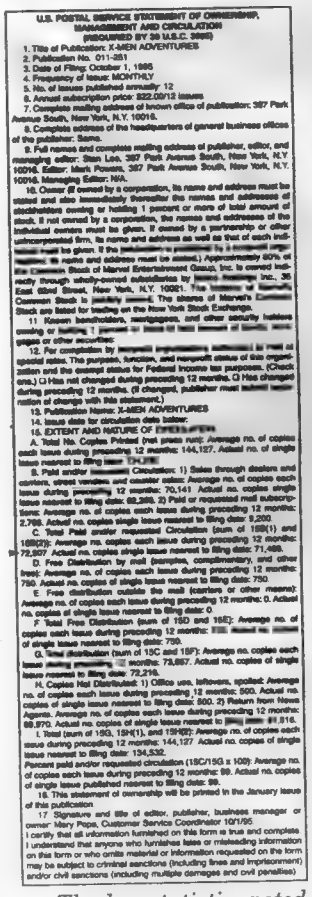
The Great *CBG* Circulation Scavenger Hunt — 1998 Update

Readers race to find them all by the turn of the century

Thanks!

Special thanks to the folks who provided data to us in our latest round of research: **Michael Agnelli**, Ashland, N.H.; **Mark Drummond**, Omaha, Neb.; **Randall A. Golden**, Indianapolis, Ind.; **Ronald Haar**, Honolulu, Hawaii; **Bill Helsel**, Cincinnati, Ohio; **George Kochel**, Laurel, Md.; **Dan Kocher**, St. Louis, Mo.; **Tony Kowalik**, Chicago, Ill.; **Scott Micheel**, Albuquerque, N.M.; **Tom Michael**, Scandinavia, Wis.; **Michael Pemberton**, Champaign, Ill.; **Roger Perez**, Miami, Fla.; **Bob Reed**, Commerce City, Colo.; **Steven Rowe**; **Steve Shaw**, Pekin, Ill.; **Preston Sweet**, Athens, Ga.; **Donald Whyte**, Buffalo, N.Y.; and **Bob Youhouse**, Port Vue, Pa.

Sorry if we've missed mentioning anyone — but be assured we do appreciate everyone's help!



U.S. POSTAL SERVICE STATEMENT OF OWNERSHIP, MANAGEMENT AND CIRCULATION (REQUIRED BY 39 U.S.C. 3685)

1. Title of Publication: X-MEN ADVENTURES
2. Publication No. 011-251
3. Date of Filing: October 1, 1995
4. Frequency of Issue: MONTHLY
5. No. of Issues published annually: 12
6. Annual subscription price: $22.00/12 issues
7. Complete mailing address of known office of publication: 387 Park Avenue South, New York, N.Y. 10016.
8. Complete address of the headquarters of general business offices of the publisher: Same.
9. Full names and complete mailing address of publisher, editor, and managing editor: Stan Lee, 387 Park Avenue South, New York, N.Y. 10016. Editor: Mark Powers, 387 Park Avenue South, New York, N.Y. 10016. Managing Editor: N/A.
10. Owner (If owned by a corporation, its name and address must be stated and also immediately thereafter the names and addresses of stockholders owning or holding 1 percent or more of total amount of stock. If not owned by a corporation, the names and addresses of the individual owners must be given. If owned by a partnership or other unincorporated firm, its name and address as well as that of each individual must be given. If the publication is published by a nonprofit organization, its name and address must be stated.): Approximately 60% of the Common Stock of Marvel Entertainment Group, Inc. is owned indirectly through wholly-owned subsidiaries by Isaac Perlmutter Inc., 36 East 63rd Street, New York, N.Y. 10021. The balance of Marvel's Common Stock is publicly owned. The shares of Marvel's Common Stock are listed for trading on the New York Stock Exchange.
11. Known bondholders, mortgagees, and other security holders owning or holding 1 percent or more of total amount of bonds, mortgages or other securities: None.
12. For completion by nonprofit organizations authorized to mail at special rates. The purpose, function, and nonprofit status of this organization and the exempt status for Federal income tax purposes. (Check one.) ☐ Has not changed during preceding 12 months. ☐ Has changed during preceding 12 months. (If changed, publisher must submit explanation of change with this statement.)
13. Publication Name: X-MEN ADVENTURES
14. Issue date for circulation data below: [illegible]
15. EXTENT AND NATURE OF CIRCULATION
A. Total No. Copies Printed (Net press run): Average no. of copies each issue during preceding 12 months: 144,127. Actual no. of single issue nearest to filing date: [illegible]
B. Paid and/or Requested Circulation: 1) Sales through dealers and carriers, street vendors and counter sales: Average no. of copies each issue during preceding 12 months: 70,141 Actual no. copies single issue nearest to filing date: 69,388. 2) Paid or requested mail subscriptions: Average no. of copies each issue during preceding 12 months: 2,788. Actual no. copies single issue nearest to filing date: 3,200
C. Total Paid and/or requested Circulation (sum of 15B(1) and 15B(2)): Average no. copies each issue during preceding 12 months: 72,927 Actual no. copies single issue nearest to filing date: 71,488.
D. Free Distribution by mail (samples, complimentary, and other free): Average no. of copies each issue during preceding 12 months: 750. Actual no. copies of single issue nearest to filing date: 750
E. Free distribution outside the mail (carriers or other means): Average no. of copies each issue during preceding 12 months: 0. Actual no. copies of single issue nearest to filing date: 0
F. Total Free Distribution (sum of 15D and 15E): Average no. of copies each issue during preceding 12 months: [illegible] Actual no. copies of single issue nearest to filing date: 750.
G. Total distribution (sum of 15C and 15F): Average no. copies each issue during preceding [illegible] months: 73,867. Actual no. copies of single issue nearest to filing date: 72,216.
H. Copies Not Distributed: 1) Office use, leftovers, spoiled: Average no. of copies each issue during preceding 12 months: 500. Actual no. copies of single issue nearest to filing date: 500. 2) Return from News Agents: Average no. of copies each issue during preceding 12 months: 99,970. Actual no. copies of single issue nearest to filing date: [illegible]1,916.
I. Total (sum of 15G, 15H(1), and 15H(2)): Average no. of copies each issue during preceding 12 months: 144,127 Actual no. copies of single issue nearest to filing date: 134,532.
Percent paid and/or requested circulation (15C/15G x 100): Average no. of copies each issue during preceding 12 months: 99. Actual no. copies of single issue published nearest to filing date: 99.
16. This statement of ownership will be printed in the January issue of this publication
17. Signature and title of editor, publisher, business manager or owner: Mary Pope, Customer Service Coordinator 10/1/95
I certify that all information furnished on this form is true and complete. I understand that anyone who furnishes false or misleading information on this form or who omits material or information requested on the form may be subject to criminal sanctions (including fines and imprisonment) and/or civil sanctions (including multiple damages and civil penalties).

The key statistic, noted in the above sample from ***X-Men Adventures****, is "Total paid and/or requested circulation (average number of copies during the past 12 months)."*

By John Jackson Miller
CBG Managing Editor

It's been a while — a *long* while — since our last update for the Great Circulation Scavenger Hunt (***CBG*** #1225, May 9, 1997). We've made some finds in the meantime thanks to our readers' help and would've updated sooner if not for various other projects getting in the way. We're entering a new phase of collection, however, so it's hoped we won't be away this long again.

The database: The job is nearly 60% complete. ***CBG*** readers discovered and sent in more than 200 circulation reports in 1997 and 1998, while eliminating more than 100 more title/years from consideration. Their contributions took the number of circulation statements in our database to 2,336. By extrapolating from the 330+ comics titles in which we have found circulation figures, we suspect there are 1,699 Statements of Ownership unaccounted for. Some of these potential Statements probably weren't printed at all. ***CBG*** readers have already helped us to pare the projected total down under 4,000, but since publishers keep publishing, the number of existing forms is up to 4,035 — as you'll see in the box at right, we expect to add 30 or so more figures in the 1998 column.

New data: Since we last updated readers, not only have 1997 forms all appeared but 1998 forms are appearing in Marvel comics. Everything we've collected from the past two years appears in the box at right. Marvel has gotten in the habit of jumping the gun on publishing its forms. The past three years, its forms have appeared in comics turning up in late August, when it isn't required to file its statements until October 31. This means all Marvel data from this period will apply to even less of its "current year" than normal, and more of the previous year.

Your mission: Since we're now in a phase more defined by finding which years and titles we can eliminate from consideration, we're trying a new tactic.

Instead of listing the entire batch of titles we're missing here (which we *will* do again, but it's still too long to do in one shot) — we're looking for volunteers we can give specific requests to. That is, we're looking for collectors who have **complete** runs of Archie, Charlton, Dell/Gold Key, and Harvey titles and of the more esoteric Marvel and DC titles (particularly humor, war, horror, and romance) from 1960 to 1980 to drop us a line and list the titles they've got and are willing to search. The titles need to have run for at least three consecutive years.

If you're willing to search specific titles for us, drop us a line at the address below or e-mail **crdialog@krause.com** with a list of the titles you have on hand or, for long runs within longer titles, the years you've got them for. Thereafter, we'll get back to you with the year we'd like you to check for us to confirm no Statement appeared. With luck, this'll save duplication of effort and will permit us to quickly eliminate titles and specific years that have eluded us.

Of course, if you run across the odd Statement in an old comic book (be advised we're about done with most of the DC and Marvel superhero titles), feel free to alert us to what you find according to the guidelines in the box below.

Send all correspondence to:

Comics Buyer's Guide
Circulation Scavenger Hunt
c/o John Jackson Miller
700 E. State St.
Iola, WI 54990

What we need: Ideally, we would like to have photocopies of all Statements of Ownership published in any and all comic books to date. Many fans have provided them and, by doing so, they have "closed out" the entry for that title for that year in our database, since the complete form includes all the subscription and other data we're accumulating.

We also accept transcripts summarizing key statistics. These are the most important:

- *"Total Paid and/or Requested Circulation."* We only want the first figure reported there, that for "Average number of copies of each issue during the preceding 12 months." We do not currently use the "closest to filing date" figure that follows due to reliability concerns.
- We also need the *issue number, publisher,* and *cover date* of the title you're reporting on.
- Other statistics we're collecting include "number of issues published annually"; "annual subscription price"; "(average) total number of copies printed (net press run)"; "(average) paid and/or requested mail subscriptions"; and "(average) copies not distributed (returns from news agents)."

These are titles in which 1998 Statements of Ownership have appeared:

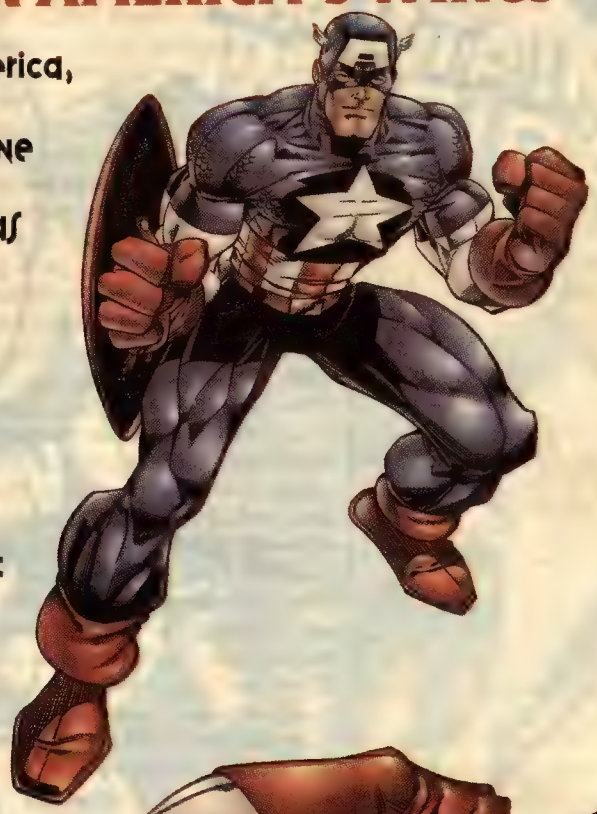
Title	Publisher	1997	1998	% Chg
X-Men	Marvel	303,708	222,183	-27%
Fantastic Four	Marvel	212,554	170,649	**+24%**
Captain America	Marvel	131,214	153,214	**+14%**
Iron Man	Marvel	184,386	151,476	-18%
Amazing Spider-Man	Marvel	159,950	119,547	-25%
Spider-Man	Marvel	140,059	108,050	-23%
Spectacular Spider-Man	Marvel	128,297	99,059	-23%
Sensational Spider-Man	Marvel	117,969	94,643	-20%
Incredible Hulk	Marvel	119,864	94,405	-22%
Cable	Marvel	133,041	94,050	-29%
Alpha Flight	Marvel		70,578	
Journey into Mystery/Thor	Marvel	59,297	69,437	+15%
Deadpool	Marvel	98,401	67,395	-32%
Heroes for Hire	Marvel		55,485	
Thunderbolts	Marvel	77,986	53,467	-31%

These are titles in which 1998 Statements of Ownership have not yet appeared, or will not due to cancellation:

Title	Publisher	1997
MAD	DC	309,660
Uncanny X-Men	Marvel	300,732
Wolverine	Marvel	251,738
Marvel Adventures	Marvel	203,756
Generation X	Marvel	171,606
Avengers	Marvel	166,046
X-Force	Marvel	155,261
X-Man	Marvel	148,203
X-Factor	Marvel	143,508
Betty & Veronica Double Digest	Archie	138,331
Excalibur	Marvel	112,177
Betty & Veronica Digest	Archie	109,186
Laugh Comics Digest	Archie	101,131
Jughead Double Digest	Archie	101,017
Jughead with Archie Digest	Archie	86,160
Ka-Zar	Marvel	74,082
Elektra	Marvel	70,671
Sonic the Hedgehog	Archie	70,574
What If?	Marvel	69,970
Silver Surfer	Marvel	60,068
Star Trek: Deep Space Nine	Marvel	57,266
Star Trek: Voyager	Marvel	56,689
Star Trek: Star Fleet Academy	Marvel	50,703
Daredevil	Marvel	50,256
Betty & Veronica	Archie	44,658
Star Trek: Early Voyages	Marvel	44,273
Archie	Archie	41,134
Uncle Scrooge	Gladstone	33,968
Donald Duck Adventures	Gladstone	33,272
Betty	Archie	32,595
Ghost Rider	Marvel	32,566
Uncle Scrooge Adventures	Gladstone	31,011
Donald Duck	Gladstone	29,333
Archie and Friends	Archie	28,324
Archie's Pal Jughead	Archie	26,493
Veronica	Archie	25,979
Tales from the Crypt	Gemstone	10,049
Vault of Horror	Gemstone	8,070
Weird Science	Gemstone	6,157
Haunt of Fear	Gemstone	6,122
Weird Fantasy	Gemstone	6,039
Panic	Gemstone	5,376
Two-Fisted Tales	Gemstone	5,326
Crime SuspenStories	Gemstone	5,243
Frontline Combat	Gemstone	5,124

THEY SAID IT WAS JUST A GAME...
BUT THAT WAS BEFORE I CLIPPED CAPTAIN AMERICA 'S WINGS

"it all began with captain america, standing there, set to attack. i knew that in the end, only one of us would be left standing. i decided it better be me. i was now set to attack as well..."



"i warned captain america who it was he was up against, who it was he was about to battle. he could ignore me... but not my warnings. he warned me as well... as if i didn't know who he was already. i created his shield, afterall."

"america attacked, shouting a maneuver i had never heard of before, probably something he learned from w.w.2. but i was far from defenseless. my response came cold, hard and fast to the sentinel of liberty"

"but this battle, for whatever reason, like all super hero battles, is fought on a scale larger than that of measured reality... and soon forces were changing even the nature of our clash. an attack from cap's shield might have ko'd someone else... but it hardly effected me. my "kick" would have ko'd an elephant, but its effect was very different on captain america. the battled continued..."

"the battle continued, back and forth, like a chess game of jabs and kicks until captain america lay at my feet."

"i was invincible... i was iron man."

THE HEROES ARE OURS
THE BATTLE IS YOURS

BATTLEBOOKS

UNLEASH
THE HERO WITHIN

Play the new game with all the action of a Marvel comic book!
A new series of 24-page slugfests that puts you, the player, in control.

MARVEL INTERACTIVE

HOW TO PLAY

OFFICIAL DIRECTIONS
(CLIP AND SAVE THIS SECTION AS A REFERENCE FOR DOING BATTLE)

THE SET-UP

1. You and a friend (of enemy) must choose a Battlebook character to play. Both of you must have a **Battlebook** and the appropriate **Maneuver Card** that goes with your chosen book.

2. Keep the **Maneuver Card** of your chosen character, and exchange **Battlebooks** with your opponent.

3. Your **Maneuver Card** represents your character and lists the options you have during the game. The **Battlebook** you now hold represents what your character sees in any given battle.

4. Turn to the page, titled **"Set To Attack!"**

THE BATTLE

5. Read the text box from the page you are on aloud to your opponent. This will inform him of any rules or restrictions that he needs to be aware of for this round of the fight.

6. From your **Maneuver Card**, choose your first maneuver and find the appropriate page number. Keep in mind any rules and restrictions you have. The page number will be indicated in the column labeled with a **"P"**.
Your opponent should do the same.

7. Turn to that page, using the numbers at the bottom of the **Battlebook**. Your opponent should do the same.

8. Tell your opponent what your chosen maneuver was and what page you are on. Your opponent should do the same.

9. Using the **Matrix** at the bottom of the page, find your opponent's page number and follow the arrow to determine which page you should now turn to. Your opponent should do the same.

10. Turn to the page, using the numbers at the top of the Battlebook to see the result of that round of combat. Your opponent should do the same.

AFTERMATH

11. If you are on a "score" page, then check your **Maneuver Card** to determine the modifier of your chosen maneuver. The modifier will be indicated next to your chosen maneuver, in the column labeled with an **"M"**.

12. Add the value of the **Modifier** to the value of the score to determine the damage.

13. Inform your opponent of the damage so that he may subtract it from his character's body points. **Body Points** are indicated on your **Maneuver Card**.

14. Your opponent should do the same, if he is also on a "score" page.

15. If either character is reduced to 0 **Body Points** or less, then the character is KO'd. The first person to KO their opponent wins the game.

16. If neither character has been KO'd then go back to step 5 and repeat.

Fully supported by Game Play Hotline, Players League, website, ongoing Battlebook release schedule and more!

WWW.MARVEL.COM TM & © 1998 Marvel Characters Inc. All rights reserved. Battle Books TM & © 1998 Battlebooks, Inc. William Tucci, President. All rights reserved.

SHOWCASE

Showcase ads are available at $30.00 each. Typesetting, illustrations and photos are included in the cost. New advertisers: please include current street address and phone number to avoid delay.

DENNIS WILCOTT
102 Hatchett Court, Glasgow, KY 42141
502-651-8505

Following is a list of items for bid or for sale at the price noted.

You may take 25% off the price in the 1998 Overstreet Price Guide for any comic.

Add $4.00 for postage costs. You can call on any evening after 7:00 p.m. CDT. "CC Means cover crease."

Make Offer on Whole Set:
ErB-doms: 1-10, 12, 17, 27, 28, 28, 30, 30, 31, 32, 33, 35, 35, 36, 37, 38, 39, 39, 39, 40, 41, 42, 42, 43, 44, 45, 46, 47, 48, 49, 49, 50, 50, 51, 51, 52, 53, 53, 54, 54, 55, 56, 56, 57, 57, 58, 58, 59, 59, 60, 60, 61, 62, 63, 63, 64, 64, 65, 65, 66, 66, 67, 68, 69, 70, 70, 71, 71, 72, 72, 73, 73, 74, 75, 76, 77, 77, 78, 79, 79, 80, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89 Erb-doms 1-25 1-27.

FANZINES

Barsoo Min: 1, 4, 6-10, 12, 13, 15, 14
J. Allen St. John Folio
Fantastic Worlds of Erb 32/33
Phatnasy 2
Xerox BB 15, 13
Burroughs Bulletin (old series) 16, 34, 21, 12, 4
Fantastic Worlds of Burroughs & Kline 2
Oldwar 1
Erbania 74, 66, 71, 69/70, 67, 62, 63, 64, 65, 67, 68, 60, 57, 56, 59
Normal Bean News 2, 1
The Collector 27
Press release, Tarzan, the Epic Adventure
Pucks Corner 5
Erb Dateline 52
Barsoomian Newsletter 1
Gridley Wave 2-25, 27-37, 40-46, 68, 69, 70, 71, 76, 83, 85
Unofficial Dum-Dum
Barsoomian Times 2-8
Burroughs Newskert 10

ORIGINAL TARZAN DAILY STRIPS:

Tarzan & the Golden Lion (Maxon) 93
Tarzan of the Apes (Foster) 58
The Beasts of Tarzan (Maxon) 82
The Lost Empire 82
The Son of Tarzan 95
Tarzan & the Jewells of Opar 84
The Return of Tarzan 61

MORE FANZINES

Captain George Whizbang: 1, 2, 2, 3, 4, 5, 6, 27
Comic Effect 4
The Illustrated Roger Zelazny
Third Rail
Burrough Bulletin with Bill Juhre on cover
Comic Art & Graffix Gallery 7
Comics Revue: 33, 34, 35, 36, 47, 70, 72, 74, 75, 76, 78, 79, 84, 64, 44, 43, 42, 41, 40, 62, 38, 61, 55, 53, 54, 60, 71, 73, 45, 46, 48, 49, 50, 29, 27, 63, 66, 65, 67, 68, 69, 37, 52, 59, 58, 57, 56, 51, 31, 32, 88, 28 & Comic Revue Annual 2
Once Upon a Saga II
Zor 1
Radical Dreamer 0-4 (two sets)
2 Lithos of Batman prints by Bob Kane
Menomonee Falls Gazette: 4-161, 168-177
Fantasy & Science-Fiction Digest - 11 issues
Science Fiction Age Magazine - 21 issues
Tarzan Leading Men IV video with box

COMIC BOOKS

Bugs Bunny County Fair 1 FN/VF
Bugs Bunny Halloween Parade 2 FN
Bugs Bunny Vacation Funnies 7 VF, 1 VG+, 2 VG+, 2 VG+, 6 FN, 6 VG+
Tom & Jerry Toy Fair - NBC - owg
Tom & Jerry Winter Carnival 1 VG
Woody Woodpecker Back to School 2 VG+/F, 4 VG+, 4 FN+, 6 VG+
Woody Woodpecker County Fair 5 FN+
Tom & Jerry Picnic Time 1 VG
Tom & Jerry Back to School 1 F-VF, 1 VF
Bugs Bunny Vacation Funnies 1 VG, 1 VG, 1 FN
Bugs Bunny Christmas Funnies 1 G+, 1 FN, 4 VF, 4 FN, 5 VF, 6 F-VF, 3 VF, 3 VF, 6 VF, 6 Vg+, 7 F, 8 F+/VF, 2 F

COMIC BOOKS

Tom & Jerry Winter Fun 4 F+, 4 F, 5 VF, 3 F+/VF
Dell Giant 40 VF, 46 VF, 32 VG+, 21 G, 28 VF
Tom & Jerry Summer Fun 3 VG+, 4 VG+/F, 3 VG+, 2 VF
Bugs Bunny Trick N Treat 3 VF, 4 VF, 4 VG+
Zane Grey 37 VF, 31 NM, 30 VG, 35 VG+, 27 F, 36 F, 15 VF, 433 F+/VF, 632 F, 467 NM, 346 VG, 449 VF/NM, 412 F+/VF, 357 F+, 511 F+, 39 VG+/F, 314 VG, 346 VG, 333 VG+/F, 230 VG+, 197 F
Luke Short 651 VF+/NM, 739 CC OW F, 875 VG, 807 F, 927 F
Lone Ranger 108 F+/VF, 84 VF+, 20 VG+, 67 VG+, 72 F+, 60 F+, 71 VG, 33 VG, 106 VF+, 71 CC OW VF, 135 VG+, 50 CC OW F+, 40 CC NM
Cisco Kid 25 NM, 28 VG, 14 VG, 12 VF, 25 F
Private Commission Gray Morrow 1
Laramie 01418-207 VF
Little Beaver 817 VF+/NM, 4 VF
Range Rider 22 VF+, 10 G+
Rex Allen 7 F
Cheyenne 734 F
The Dark One M
Night of the Scarcrow 1 M
Sugarfoot 1209 VG
The Further Adventure of Nyoka, Jungle Girl 5 VF, 3 VF+
Warlord, 52 M, 53 M
Daredevil 294 M
James Bond License to Kill by Grell NM/M
Gene Autry 5 (Spanish) 2.00, 41 VG+
Pony Express 942 NM, 829 F
Max Brand 789 VG, 835 F, 667 G+
Ernest Haycox 591 FN, 640 VF
Lee Hunter 904 G+
Steve Donovan 880 F
Last of The Commanches VG
Sergeant Preston of the Yukon 16 VG, 20 VF, 14 F, 17 VG, 16 VG, 373 F+, 419 VF, 9 F+

COMIC BOOKS

King of The Royal Mounted 10 VF, 21 VF, 28 VG, 22 VG, 19 F/F+, 27 VG+
Tonto 17 G+/VG, 18 VG+, 27 VG, 29 F, 13 F, 15 G+, 6 F+, 33 VG+/F, 14 VF+/NM, 5 F/VF, 8 VG, 10 VF, 6 F, 17 VG
Have Gun Will Travel 1044 VF
Johnny Mack Brown 7 VG
Wanted Dead or Alive 1164 F+
Jace Pearson 648 VF
Lassie 44 F
Zorro 538 VG+
Indian Chief 10 VF+, 3 F+, 17 VF
Sea Hunt 8 NM
Turok 87 VG, 29 G+, 26 VG, 6 VG, 33 G+, 30 VG
Dell 779 F+/VF, 848 FN, 582 VG+
The Chief 2 F
Frogmen 1258 NM/M
Wagon Train 895 F
Red Ryder 126 F+
Wyatt Earp 6 VG+/F, 890 VF
Riflemen 12 F, 6 VG
Gunsmoker 13 F
Wild Bill Elliott 643 F+/VF
Champion 10 VF+
Silver 6 VF
Trigger 11 VF/NM
Dale Evans 3 VG+
Roy Rogers 57 VG+
Rin Tin Tin 24 F+/VF
Donald Duck 66 VG
Little Lulu 127 G, 88 VG+/F
Woody Woodpecker 57 G+/VG
Yogi Bear 1104 FA
Porky Pig 45 F+
New Funnies 140 VG+
Woody Woodpecker 53 VG
Daffy Duck 5 VG
Bugs Bunny 51 VG+
Looney Tunes 106 VG
Tubbs 17 G
Chip N Dale 4 F
Mickey Mouse 64 VG
Tom & Jerry (as a group make bid, Aug. condition VG+) 81-213, 60-65, 72-79

****I also have for sale a huge movie memorabilia collection consisting of videos, (approx 1700 in number), t-shirts, hats, watches, coats, towels, key chains, clocks, photographs, one-sheets, promotional packages, standees, boxes, posters and numerous other things that have been collected for over 9 years while I owned 2 large video stores. You will need a U-haul to carry the stuff away. If you want to check out this collection, call for an appointment and make an offer. I guarantee you won't be disappointed. Any reasonable offer gets it.*

*****I also have a near complete full page Prince Valiant Sunday page collection I will put up on bids. In addition, I have Sunday page runs of Roy Rogers, Flash Gordon and Tarzan as well as others.*

******I also have a fairly large collection of original artwork I am willing to part with consisting of work by Harold Foster, Al Williamson, Gray Morrow and Tom Yeates. I have 60% of the original color artwork from Yeates' THE BECKONING. You may call or write for details. Most of it involves Tarzan or in the case of Foster, Prince Valiant.*

Complete video collection of Outer Limits (old series) in original boxes save one episode.

SUPERWORLD

BUYING!
- Best prices paid for high quality comics from 1930's thru 1970's
- We're courteous, friendly + entertaining
- We won't pressure you, just make you a good offer
- We will come to you to view a large collection

SELLING!
- Wide selection of Golden Age, Silver Age, + 70's comics
- All books strictly graded
- Competitive to unbeatable prices
- Wantlists welcome and kept on file

Mail, Call, or send fax to receive our Free catalogue!

CBG Customer Service Award - 1998

57 South Flagg St.
Worcester, MA 01602

Phone: (508) 754-0792
Fax: (508) 797-4401
Email: IvanLiew@aol.com

CBG Customer Service Award - 1998

DC 100 PG & GIANTS

DC 100 PG
Action 437 NM $35
Action 443 NM 35
Detective 439 VF/NM 30
Detective 440 NM 45
Shazam 8 NM 30
World's Fin. 227 VF/NM 25

DC 100 PG SUPER SPECT.
4 Weird Mystery VF/NM 125
4 Weird Mystery NM 175
6 Super Heroes VF/NM 90
6 Super Heroes NM 125
7 Superman (245) NM 35
8 Batman (238) NM 45
12 Superboy (185) NM 35

DC 100 PG SUPER SPECT.
13 Superman (252) NM 35
14 Batman NM 35
15 Superboy NM 30
17 JLA NM 30
18 Superman NM 30
19 Tarzan NM 35
20 Batman NM 35

80 PG GIANT
Action 347 NM 45
Superboy 147 NM 45
World's Finest 161 NM 45
World's Finest 179 NM 35

DC ALL NM
Atom & Hawkman 39 35
Batman 200 125
Batman 237 45
Detective 387 50
Flash 163 65
Flash 167 65
Flash 175 150
Hawkman 23 45
Hawkman 24 45
Lois Lane 70 225
Metamorpho 10 35
Showcase 73 110
Showcase 74 75
Showcase 75 100
Spectre 1 VF/NM 100

DC ALL NM
Superman 199 225
World's Finest 198 75
World's Finest 199 75

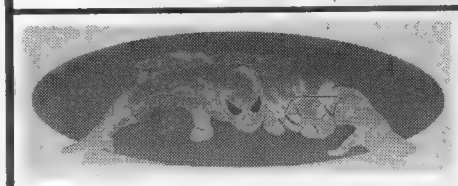
MARVEL ALL NM
Ghost Rider 1 65
Mar. Premiere 1 30
Mar. Premiere 15 50
Mar. Spotlight 5 75
Master/Kung Fu 15 40
Master/Kung Fu 16 15
Silver Surfer 4 400
Silver Surfer 7 85
Silver Surfer 10 65
Silver Surfer 14 70
Silver Surfer 17 50
Warlock 1 20

GOERGE MORRIS, 689 LYNN DRIVE, CUYAHOGA FALLS, OHIO 44221 ✱ PH 330-929-6562
POST. & INS. $5 US/MO'S PREFERRED

DARK ADVENTURE COMICS INTERNATIONAL

CBG Customer Service Award - 1998

2785 Buford Hwy., Ste. 102 B
Duluth, GA 30136
(770) 232-1931



Laser Mach

LASER SCULPTURES
LASER CUT STEEL STATUE FEATURING YOUR FAVORITE COMIC AND CARTOON CHARACTERS
WWW.LASERMACH.COM
Phone # 425-485-3169 · Fax # 425-485-2084
Email: mattl@lasermach.com

Bud Plant's Incredible Catalog
- Graphic Novels & Comic Strip Collections
- Art Books & Limited Editions
- Sale Books - 100s at 50% off!
- Cards, Prints, Adult Comics
- Exclusive signed books at no extra cost

For our latest 248 page catalog send $3.00 - redeemable on first order. Or call and charge it! (Overseas $6 Air Mail.)

Bud Plant Comic Art
PO Box 1689-CB22 Grass Valley, CA 95945
(800) 242-6642 Mon-Fri, 9am-5pm PST
Code: CB22
Website: www.budplant.com ● e-mail: cs@budplant.com

Having trouble with an order placed through CBG?

Contact the COMICS BUYER'S GUIDE customer service department at 715-445-2214 if you have difficulties with an order with one of our advertisers.

SHOWCASE

Showcase ads are available at $30.00 each. Typesetting, illustrations and photos are included in the cost. New advertisers: please include current street address and phone number to avoid delay.

$40.00 EACH GRAB - BAG MANIA

ODD PUBLISHERS
MARVEL & DC
HORRORS MAGS

25 Odd-Ball Esoteric 1950's-1979 Good-VFine $40
25 1960's Marvel & DC G-VFine $40
25 1970's Marvel & DC FN-VF $40
25 Creepy, Eerie FM, COP G-VF $40

Add $3.00 per grab bag for shipping and handling

PASSAIC BOOK CENTER
267 Passaic St., Passaic, NJ 07055
(973) 778-0415 • (973) 778-6823 Fax

EXCELLENT GOLD, 1950'S HORROR AND SILVER!

AMAZING ADULT FANTASY
7 VG $70.00
8 F- 100.00
AMAZING SPIDER-MAN (1st Punisher)
129 VF 75.00
AVENGERS (Hulk Leaves)
2 VG+ 100.00
MARVEL COLL ITEM CLASSICS
19 NM 10.00
MARVEL COLL ITEM CLASSICS
20 NM 10.00
21 NM 10.00
22 NM 10.00
RACKET SQUAD IN ACTION
13 VF 30.00
SENSATION COMICS (Mile High)
41 VF++ 600.00
SHEENA, QUEEN OF THE JUNGLE
5 VF 220.00
SHOCK SUSPENSTORIES (Classic Melting Face Cover!)
7 VF-/VF 125.00
SPARKLER COMICS (Coded Mile High)
25 VF/NM 650.00
STRANGE WORLDS (Avon) (Good Girl cover)
1 VF 400.00
TALES OF SUSPENSE
23 VF- 110.00
TALES OF THE UNEXPECTED
56 FVF+ 40.00
58 F 19.00
67 FVF+ 30.00
THOR (Origin issue)
158 NM 60.00
THREE-DIMENSION ADV. (Superman)
nn FVF 300.00
TOMB OF TERROR (File Copy)
12 VF/NM 125.00
TOP NOTCH COMICS (Great WWII cover!)
2 VG 300.00
WINGS COMICS (Rare!/ 50 or less exist)
1 F+ 675.00
X-MEN (1st SA Ka-Zar)
10 VF- 125.00

Large Stock of Golden and Silver Age. Always buying books from 1930s to 1960s. Want lists welcomed! Add $5.00 shipping / 7 days to return in same condition.

THE NEVERWHERE DEN
P.O. Box 8205, Rolling Meadows, IL 60008 • (847) 358-1533 E-Mail: IHNMAIMS@AOL.COM

GABE ESSOE - 68580 San Felipe Rd, Cathedral City, CA 92234 - (760)325-5977

ATLAS WESTERNS - 2

SHIPPING/INS. $6

RINGO KID
16, 21 VF $35
18 VG+ CFO 10
18 VG+ 15
18 FN 20
SIX-GUN WESTERN
1 FN 45
2 FR/G 10
2 VG 24
3 FN 2 ad pm 20
4 VG+ 16
TEX MORGAN
5 VG CFO 10
5 VG 20
5 FN woc 28
TEX TAYLOR
4 G+ 20
TEXAS KID
3, 6, 10 VG 16
5 VFNM 50
6 GVG 12
6 FN+ 30
8 VG- 15
9 VGFN 20
9 FN 24
TWO-GUN KID
1 GVG 125
7 VG 45
8 FN 65
9 GVG+ 35
9 VGFN 55
10 FN CFO 50
11 VG violent 32
11 FN 50
14, 17 GVG 18
15 FN+ 1st Miller, very violent 50
16 FR/G Miller 10
16 FN+ ¾ CVR 25
18 VG 2PM 16
18 VGFN Miller 30
36 VG Miller 15
45 VGFN Davis 12
46 FN- Davis 14
47 VG 9
48 VG orig 12
(52-7 3 Severin ea) 10
52 GVG 10
54 VG Kirby c/s 12
55 FNVF Kirby 25
56 VF- Kirby 30
57 FNVF Kirby 25
TWO-GUN WESTERN
5 (#1) GVG 30
5 VG+ (#1) 50
6 VF 85
7 GVG stake 25
7 VG- burning 28
8 NM 110
9 VGFN 35
9, 14 VG- 25
10 FNVF+ 65
12 FR 8
12 G 10
2-GUN WESTERN
4 VGFN 35
TWO-GUN WESTERN
6 FN+ Baker 30
7 FNVF 35
8 VG 18
9 FN- 28
10 VG+ 20
11 FN+ 35
WESTERN GUNFIGHTERS
23 VFNM 65
25 FNVF MC 30
26 G- 7
27 VG- 13
27 VGFN 18
27 FN+ 25
27 FNVF 35
27 VF+ 45
WESTERN KID
2 VG- 16
3 FN- 23
4 G+ CFO 7
5 FNVF 35
5 VF 40
7 VG 16
15 VG- 10
15 VGFN 15
16 VF+ 35
WESTERN OUTLAWS
2 GVG 17
3, 5 GVG 12
4 FN- 20
4 FN 22
5 VG- 15
6 G 8
7 GVG 11
8, 16 VG+ 18
10 VG 15
13 VG- Baker 15
17 VFNM 45
18, 21 VG 13
WESTERN OUTLAWS & SHERIFFS
60 (#1) FN- poc 50
62 VF Ghost Rider tryout 100
63 FNVF 75
WESTERN THRILLER
1 FNVF 50
3 VG+ 18
WESTERN WINNERS
5 VG (#1) 50
6 VG+ POC 50
7 VG+ 2COC 50
WILD WEST
1 VFNM 200
2 VG 40
2 VGFN coupout 45
2 FN 60
2 VF 110
2 VF+ 130
WILD WESTERN
3 (#1) GVG 30
3 (#1) FN- 65
4 VGFN 40
4 FN- 45
4 FN+ 60
4 VF+ 110
5 VGFN 50
5 FN- 2nd blk rider 55
6 VG+ POC 26
7 VGFN 30
9 VG+ 35
10 VGFN 44
11 NM 85
13 VGFN 25
23 VF- 45
25 FN+ 35
25 VG- 16
29 VGFN+ 25
29 FN+ 35
30 VG 18
31 VGFN 17
31 FN 20
41 G+ coupout 8
45 FR/G 5
45 FN- 15
50 VGFN 20
WYATT EARP
1 VG+ 40
3 G 9
3 VG+ 20
4 VF 45
6 GVG 14
6 FN- 25
6 FN+ 30
10 VG 18
11 FR 7
11 VG+ 20
13, 14 GVG 11
13 VF 35
15 VF+ MC 40
16, 17, 18 VG+ 18
19, 20 FNVF 30
21 VG+ 14
22 VG Ringo 10
23 VG+ 12
26 FN+ Kirby 20
27 G+ 7
27 FN 16
28 FN- 15
29 VG+ Kirby 15

GOLDEN AGE COMICS FOR SALE

All Star #16 VG+	$365
Detective #102 VF-	$540
Fantastic #2 FN-	$600
Green Lantern #29 VG+	$245
Jackpot #1 VF-	$1,190
Shadow Vol. 4 #7 VF++ (D copy)	$400
Star Spangled #7 VF	$5,000
Top Notch #4 VF/VF+ (Larson Copy)	$1,800
Top Notch #5 VF/VF-	$700

STEVEN BOROCK
66 Elm St., Roslyn Hts., NY 11577 • (516) 484-0062
** Call First to Reserve Books 7 Day Return Policy*

discount COMICS

discount COMICS
P.O. Box 112
Cottage Grove, WI 53527
(608) 764-8410
Save big money. Order your comics, cards, videos, t-shirts & posters, etc. at large discounts. Our 2,000 plus items monthly catalog PREVIEWS offers hard to find items, one low monthly shipping fee and satisfaction guaranteed! Call or write for free information!

INTERNATIONAL COMIC BOOK CO.

Calvin and Eleanor Slobodian
74 Waterloo Cres., Brandon, Manitoba
Canada R7B 3W7 Phone (204) 728-4337

I am selling my personal collection of Daredevil comics that I purchased from the newstands. I was very careful in selecting the best condition comics available. All comics have white pages and are as nice if not nicer than the Pedigree comics like White Mountain and Bethlehem comics. Priced close to Near Mint guide value.

The Daredevil comics can be set aside and you can make payments until the set is paid for. Satisfacion guaranteed. Add $25.00 for postage.

MINT DAREDEVIL COMICS
Daredevil

#1 to 223, 227 to 231 Specials, Annuals 1 to 4, giant size 1 ..... $6,975.00

All comis are beautiful NM/M except 14 looks NM/M but has a tear on back cover. Also 19 VF, 49 VF, 75 F/VF, 86 VF, 89 VF, 104 VF.

Buy. Sell & Trade

-COMIC BOOKS
-ORIGINAL COMIC ART
CALL, WRITE OR FAX FOR A FREE CATALOG

PHONE : 1-250-361-6227 (LEAVE MESSAGE)
EMAIL: GSJACK@COMPUSERVE.COM FAX: 1-250-652-6026
2869 LAMONT ROAD SAANICHTON, BC V8M 1W5 CANADA

ONLINE NEWS • PREVIEWS
GALLERIA • ARCHIVES • E-MAIL

www.barrywindsor-smith.com

BARRY WINDSOR-SMITH STORYTELLER

DANGER GIRL #2 Omnichrome Ltd. Edition
BATTLECHASTERS #2 BattleChrome Ltd. Edition

FOR SALE - $20.00 EACH or 2 for $35
FREE SHIPPING! (within Continental USA.)
Order now! Quanties are limited and selling quickly!
Quantum Comics & Toys
2490 Black Rock Tpke. #290, Fairfield, CT 06430
voice 203.336.9511, fax 203.368.3122
email-comicbum@aol.com

FOR SALE - RARE!

SUPERMAN ANIMATED STUDIO MODEL
1. Limited to Only 500
2. Sold ONly to Animators Working on the Cartoons
3. Sculpted by Randy Bowen & Bruce Timm
4. Differs a lot from the Warner Store Edition

$450. - POSTPAID

714-449-1805
JOHNNY COMICS/KOOKIE ENT.
2572 E. Fender Av., Suite I, Fullerton, CA 92831

DRAGON-CON

George Perez * Paul Dini
July 1-4, 1999
For Info Call (770) 909-0115 or Write: Box 47696, Atlanta, GA 30362-0696
or link to our web site at http://www.dragoncon.org

Write Today for my FREE Catalog

Hundreds of titles mostly from the 1980's thru present including: Battlechasers, Lady Death, X-Files, Hitman, Preacher, ... , much more!

LAND of COMICS
19965 WARRINGTON
DETROIT, MI 48221

TRH GALLERY
ORIGINAL COMIC ART

18324 CLARK ST. #223
TARZANA, CA 91356
1-818-757-0747 • FAX 1-818-757-0859
www.trhgallery.com
LARGEST LISTING ON THE WEB

GRAPHIC COLLECTIBLES
ORIGINAL ART FOR SALE

CATALOG AVAILABLE
22 BLUE HILLS DR.
SAUGERTIES, N.Y. 12477
(914) 246-0952 • Fax (914) 246-1025
Web Site www.graphiccollectibles.com
WE ALSO BUY ART !!!!!!

9 YEARS OF AWARD WINNING CUSTOMER SERVICE (1989-1998)....

THE BEST OF VIDEO!

STEPHEN M. RUSSO, P.O. Box 150, Boston, MA 02151-0001
VHS ONLY! (All tapes sold 'collector-to-collector', with no rights known given or implied.) Checks or Money Orders only, made payable to 'Stephen M. Russo'. Please allow 2-4-6 weeks for delivery. All tapes are of nice quality from best available masters.

$20.00 Each, or 3 for $55.00!
(Includes Priority Mail Postage!)

STAR TREK BLOOPERS: All 4 1960's Blooper reels, plus 1960's NBC Promos, and PREVIEWS for All 80 Original Episodes! (2 hours)
FANTASTIC FOUR - THE MOVIE (NICE COPY): The Roger Corman unreleased cult classic nice/good quality sound/picture, not crap
FIREBALL XL-5 #1: First 4 "Supermarionation" episodes! (100 minutes)
SUPERCAR #1: First 4 "Supermarionation" episodes! (100 minutes)
SPACE GIANTS - MONSTERS FROM OUTER SPACE: First 4 episodes in English of this "lost" Japanese giants/robots/monster series! (90 minutes)
DC SUPER HERO CARTOONS: From 16mm-uncut! 2 shows each w/"Flash", "Green Lantern", "Hawkman", "Atom", & "Teen Titans"! (2 hours)
STAR WARS HOLIDAY SPECIAL!: The 1978 "Wookie"/Christmas Special! (2 hours)
POPEYE B&W CARTOONS #1: UNCUT/UNEDITED/UNCOLORED! First 21 1930's 'toons! (2 hours)
MARINE BOY #1: 5 episodes in English of 1960's animated series! (2 hours)
ARK II #1: First 5 episodes of 1970's Filmation live-action show (2 hours)
ISIS #1; The classic series! 4 uncut shows! (95 minutes)
ELECTRA-WOMAN & DYNA GIRL: 2 uncut 1970's episodes! (50 minutes)
STAR WARS 20th ANNIVERSARY TAPE: Featuring rare interviews, clips, promos, spoofs, and more! (2 hours/Color)
LOST BATGIRL TEST PILOT & OTHER HEROES: Complete, Unaired 1967 test-pilot from BATMAN. 1967 WW test clip, and the complete unaired 1967 DICK TRACY Pilot! (45 Minutes)
EMERGENCY!-THE PILOT MOVIE: 1970's TV Classic (95 Minutes)
LEGEND OF THE SUPERHEROES: Found in NICE Quality-Not from a TV broadcast but a video print! Both 'The Challenge' & 'The Roast' Live-Action 1979 DC Hero specials! (100 min)
JLA-THE MOVIE: The uncut 87 minute extended version of the CBS-TV 'Justice League' pilot w/Extra Footage! (Color)

SHOWCASE

Showcase ads are available at $30.00 each. Typesetting, illustrations and photos are included in the cost. New advertisers: please include current street address and phone number to avoid delay.

LOOK at these HOT COMICS!

Ace Editions	E-mail	FFFI #2 - BC Story	$10
Ascension #1, #1 Var	$5, $8	FFFI #2 Battle Chas. Cover	$25
Astro City V1 #5, #6	$20 ea.	FFFI #2 BC Chicago Plat	$65
Aztek #10 - JLA	$15	FFFI #3 Tony Daniel Cover	$18
Ballistic set 1 - 3	$15	Gen 13 Mini set 1-5	$50 set
Battle Chasers #1 Chromium	$95	Gen 13 set 1 - 25	$75 set
Battle Chasers #1 Reg	$25	Gen 13/ MM Chromium	$35
Battle Chasers #2 Chromium	$18	Green Lantern set 48 - 50	$18 set
BC #1 Variant, Pink	$30, $20	Green Lantern set 98 - 106	$35 set
Caliber Pres. #1vf (1st CROW	$75	Halle the Hooters Girl #1	$10
Coven #1 - Any	$10	JLA #1, #4	$20
Coven set 1 - 6	$30	JLA #2, #3	$30
Crimson #1 Chromium	$60	JTHM #1	$70
Crimson #1 Chromium- AU	$18	JTHM #1 Lim S/N	$50
Cry For Dawn #1 - #9	E-mail	JTHM #2, #3	$25, $20
Curse of Spawn #1 B&W	$22	KISS Psycho #1	$15
Curse of Spawn set 1 - 8	$30 set	Kiss Psycho #2, #3	$12, $10
Curse of Spawn set 9 - 11	$14 set	Lady Death #1/2 Red Velv.	$35
Danger Girl #1	$15	Lady Death in Ling - Leath.	$40
Danger Girl #1 Chromium	$110	Linsner Covers	E-mail
Danger Girl #2 , #3	$8, $4	More Than Mortal #1 - 1st p	$8
Danger Girl #2 Chromium	$15	More Than Mortal #1 Lim	$12
Danger Girl Prev. (w/ Gen13 :	$15	More Than Mortal #1Var	$10
Dark Minds #1	$15	More Than Mortal #2 Euro	$25
Dark Minds #2	$10	More Than Mortal #2 Paint	$20
Darkchylde #3 Drew	$27	More Than Mortal #3, #4	$6, $4
Darkchylde #4 Fear	$30	Pirate Angela Special	$45
Darkchylde Bikini Holo SD 97	$45	Resurrection Man #2 - JLA	$15
Darkchylde Legacy #1 AA var	$15	Sandman #8 - 1st Death	$40
Darkchylde Legacy #1 Glow	$50	Spawn #1 B&W	$45
Darkchylde SD 98 Holo	$45	Spawn Set 1 - 30	$140 set
Darkness #11 Chrome	$40	Thor #1 B&W var	$20
Darkness #11 Holo(lim 500)	$80	Thor #1 Sunburst, DF	$12 ea.
Darkness #7 Variant	$14	Thunderbolts #1	$15
Darkness Set 1 - 15 (all reg)	$50	Tomb Raider/WB set of 3	$35 set
Dawn #1 Look Sharp	$60	Transmetropolitan #1 - #3	$20 ea.
Diety Set 1 - 6	$27	Transmetropolitan #4 - #7	$8 ea.
Diety Variant Set 1 - 6	$35	Witchblade #1, #1 ACE, #2	$45 ea.
Divine Right Set 1 - 5	$20	Witchblade #25 Holo	$100
Evil Ernie #1 Limited Ed VF	$45	Witchblade #25 var - HOT!	$45
Fathom #0	$10	Witchblade #3, #4	$30
Fathom #0 Emerald	$25	Witchblade 1/2	$50
Fathom #1 3 cover pack	$18	Witchblade Tales 1/2 Chror	$40
Fathom #1 Chicago	$40	Witchblade 1/2 Holochrome	$60
Fathom Preview	$15	Witchblade set 6 - 25	$100
FFFI #1	$8	Witchblade #24 Lim Var	$25
FFFI #1 Linsner	$20	X Files #1, #1 ACE	$35

cbcb@mindspring.com

Multiples available on *all* books. 1000's of other books available.
Please contact by e-mail first for *fastest* response. Send check or Money Order to:
Roger Orth, 5425 Highbrook Court, Westerville, OH 43081.
(614) 794-0635 if no E-mail. Include $5 for insured USPS Priority shipping Prices firm

---

GARY DOLGOFF COMICS

116 Pleasant St., Easthampton, MA 01027
PH: (413) 529-0326 Fax: 413-529-9824 E-mail: gdcomics@[illegible].com
"The Dealer's and Collector's Friend"

Check out our ad in CBG #1299 (October 9, 1998)

SELLING PACKAGE DEALS! *(At Discount!)*

1950's-1990's • $50 to $5,000+

Phone, Fax or E-mail for Details!

CBG Customer Service Award - 1998

Celebrating 25 Years of Unrivaled Customer Service!

STRICT GRADING ALWAYS!!

HIGH QUALITY COMICS

10th ANNIVERSARY!

1106 Second Street #110
Encinitas, CA 92024
(800) 682-3936

CBG Customer Service Award 1998

AVENGERS	FANTASTIC 4	X-MEN	SPIDERMAN
#1 VFN ..$1,200.00	#1 ANN VG+/FN 120.00	#1 VFN 2,900.00	#1 VFN 600.00
#2 FN/VF 250.00	#1 FN+ ... 3,000.00	IRONMAN	#2 VG+ 500.00
AQUAMAN	#1 FN 2,500.00	#1 VG/FN ... 100.00	#2 VG 375.00
#1 VG 100.00	#4 VG 475.00	#1 VG 75.00	#4 VG/FN ... 250.00
ATOM	#5 VG 500.00	J.I.M.	#5 VG 225.00
#1 VG 110.00	#6 FN 350.00	#83 VG+ ... 650.00	#7 FN 200.00
BRAVE & BOLD	#10 VFN 425.00	J.L.A.	#6 VFN 650.00
#34 FN+/VFN 675.00	#12 VFN/VFN+ 700.00	#1 VG+ 500.00	#9 VFN 475.00
DAREDEVIL	GREEN LANTERN	#2 VG+ 150.00	#9 VG/FN ... 175.00
# VG/VG+ ..325.00	#40 FN/VFN 200.00	SHOWCASE	#10 VFN+ .. 625.00
#2 FN/VFN 190.00	HULK	#34 VG+ ... 250.00	#40 FN/VFN 120.00
#4 FN 80.00	#102 VFN ... 100.00	#24 FN/VFN 550.00	T.T.A.
FLASH	#181 VFN/NM 425.00	T.O.S.	#27 FN 725.00
#123 VG 175.00		#39 VFN 250.0	#35 VFN 650.00
		#39 VG+ ... 650.00	
		#39 VG 500.00	

LIMITED TIME ONLY !

Send $1.00 and receive a 10% off coupon on anything out of catalog #33!

Our 40-page mail order catalog contains over 1/4 million comics. Comics from 1960's to Nov. '98, including runs of superheroes, suspense mystery, westerns, army, magazines, horror...plus over 100 different publishers including: Marvel, D.C., D.H., Warren, Sirius, Image, KS, SLG, PC, RDP, Chaos, Harris, Crusade, LNS, Topps, Charlton, Skywalk, and dozens and dozens of independents, with a "Cave Woman" cover also!

We also do a pre-order (subscription) service that will save you at least 20% off your new comics and merchandise.

Terms: Shipping is $5.00 including insurance. Call for descriptions or to reserve @ 1-800-682-3936. **Absolute Satisfaction Guaranteed**! VISA/MC/AE, M.O.'s and checks accepted. Not responsible for typo's.

SAMURAI ANIME INC.
JAPANESE ANIMATION IMPORT-DISTRIBUTION

WHOLESALE DISTRIBUTION

X THE BEST MERCHANDISE
X PROFESSIONAL CUSTOMER SERVICE

Phone # (619)232-7890

< WWW.SAMURAI-ANIME.COM >

DELL FILE COPIES

ALL BOOKS LISTED RANGE FROM NM-NM/M !

Orders over $150 - Take 20% Off

ANDY HARDY		DAFFY		HUCKLEBERRY HOUND	
6 ..... $29		27 ..... $12		16 ..... $40	
ANDY PANDY		ELMER		20 ..... $30	
383 ..... $30		977 ..... $20		LITTLE PEOPLE	
ANGEL		GOOFY		868 ..... $35	
11 ..... $12		951 ..... $40		LITTLE RASCALS	
BUGS BUNNY		1053 ..... $40		974 ..... $40	
1064 ..... $40		1094 ..... $40		LOONEY TUNES	
CHILLY WILLY		1149 ..... $40		156 ..... $20	
1212 ..... $30		HENRY		180 ..... $20	
COMIC ALBUM		20 ..... $18		189 ..... $20	
8 ..... $30		HENRY ALDRICH		MAGILLA GORILLA	
10 ..... $30		7 ..... $28		4 ..... $45	
DAFFY		19 ..... $20		MICKEY MOUSE	
15 ..... $18		20 ..... $20		72 ..$15 73 ..$15	
		21 ..... $20			

MIGHTY MOUSE		SMITTY	
144..$35 145..$35		909 ..... $20	
MIGHTY MUSKETEERS		SPIKE + TYKE	
728 ..... $20		9 ..... $18	
MUTT + JEFF		10 ..... $18	
106..$24 110..$24		SWEETIE PIE	
PORKY PIG		1241 ..... $30	
28 ..$30 30 ..$30		SUSIE Q. SMITH	
PRISCILLA'S POP		377 ..... $30	
630 ..... $30		453 ..... $30	
799 ..... $30		TIMMY	
SCAMP		1022 ..... $20	
12 ..... $35		TOM + JERRY	
14 ..... $35		111..$24 113..$24	
16 ..... $35		TOPPER +	
		859 ..... $40	

COMICS & FUN

6411 Sepulveda Blvd., #1-G, Van Nuys, CA 91411
Call to reserve between 12:00-7:00 p.m. • 818/779-7643
Add $4.50 for postage; $6.00 if ordering 10 books or more

PITTSBURGH COMICON

April 24th, 25th & 26th
Pittsburgh Expomart - Monroeville, PA

CELEBRATING IT'S 5th ANNIVERSARY

New in 98' - Retailer Expo

Friday Morning - 9:00 AM to 1:00 PM

For Info: Pittsburgh Comicon 1002 Graham Ave. Windber, PA 15563
Phone: (814) 437-4116 / Fax: (814) 467-4416 / E-mail: pcomicon@nb.net

---

COMIC CONNECTION
A division of Amryl Ent.

16519 Wilderness Rd. • Poway, CA 92064
Mon.-Fri.: 11:00 a.m. to 6:00 p.m. PST
Phone: (619) 592-6526 • FAX: (619) 592-6586
e-mail: orders@comic-connection.com
www.comic-connection.com | CALL FOR FREE CATALOG!

Danger Girl #2
Smoking Gun Alternate!
Brand new cover art!
$12.50 each (limited to 3500)
Special Platinum
$20.00 each (limited to 1000)

STATUES For Sale:

1. Madman $100
2. Concrete $100
3. Vampirella (Graphitti Designs Kit) Rare! $150
4. Jaguar God (Verotik Kit) $175
5. Jaguar God (Verotik Kit Built & Painted) $225
6. Alfred E. Neuman (Warner Store Exclusive) $100
7. Sandman (Arabian Nights) ..$120
8. Old Witch (Graphitti Designs) .. $120
9. Crypt Keeper (Graphitti Designs) $120
10. Tex Avery Wolf $150
11. Tex Avery Red Hot $200
12. Doc Savage 8" Statue From Movie (England) $100
13. Hellboy Statue $160
14. Marv (Sin City) Bust $40
15. Mage Statue $140

JOHNNY COMICS/KOOKIE ENT.
2572 E. Fender Ave., Suite 1, Fullerton, CA 92831
714-449-1805
Please add $5 - for postage

YOU'VE SEEN THE VIDEO, NOW READ THE COMIC!

300 #1, 2, 3, 4	$3	Jay & Silent Bob #1, 2	$3
3rd Eye Limited by Dark One	$25	JLA #5, 6, 8, 11, 12, 15 Annual #1, 2, Gallery 1	$4
Animal Mystic WW Ashcan	$12	JLA #13, 14, 16-23, Gog #1	$2
Armageddon Quest 1-3 Set	$20	JLA Year One 1-11, Paradise Lost 1-3	$2
Astro City Vol 1 #1 Signed Busiek	$10	JLA Prometheus, Tomorrow Woman	$2
Avengers #1-9	$2	JLA Secret Files 1, 2, 80 Page Giant	$5
Battle Chasers #3	$3	JLA World Without Grownups 1, 2	$5
Black Panther #1	$3	JLA/Wildcats, The Nail #1, 2, 3	$5
Bondage Fairies Vol 2 #1	$4	Adventures DC Universe (JLA) 1, 12, 18	$2
Buffy #1	$3	Johnny H. Maniac #1-3 (2nd), 5-7	$3
Captain America 1-11, Sentinel #1-3	$2	Johnny H. Maniac Lmtd Hardcover	$30
Clerks (3rd) #1	$3	Kingdom Come TPB	$15
Coven #3-6	$3	Kingdom Come HC Novel	$20
Crimson #2, 4	$3	Leave It To Chance #1	$8
Cyblade/Shi (1st Witchblade)	$3	Leave It To Chance #3-10	$3
Danger Girl #3 (3 covers)	$3	Lenore #1, 2	$3
Daredevil #1 (Kevin Smith)	$3	Martian Manhunter #0, 1,000,000	$2
Darkchylde #4, 5, Diary 1, Legacy 1	$3	M. Spawn/Witchblade #2, 3	$3
Darkchylde #1/2	$5	Neon Genesis Evangelion #1-6	$3
DHP 1997 Annual (Bodybags)	$4	Oni Double Feature #1 (3rd) (Jay & SBob)	$3
DHP 1998 Annual (1st Buffy)	$5	Oni Double Feature #6-8 (Gaiman)	$3
Darkness #3	$5	Punisher #1	$3
Darkness #7-16, D/PK Jane #1	$3	Quantum & Woody #5-17	$3
Darkness Collected Edition #2, 3	$4	Quantum & Woody TPB 1, 2	$7
Tales Darkness #1, 2, 3	$3	Squee #1-4	$3
Dawn #1, 1/2	$5	Squee TPB	$15
Dawn #2-6, Crypt of Dawn #1, 2, 4	$3	Stone #1, 2 (Portacio)	$3
Dawn 1 Blacklight, Crypt Limited #1	$15	Stormwatch Vol. 2 #1-11	$2
Tears of Dawn II Limited, Drama #1	$15	Supreme #44-56 (Alan Moore)	$3
Dirty Pair Sim Hell #1-4 @ $5 or set	$15	Thor #1-5	$2
Divine Right #1, 1A, 1 American Ed.	$6	Transmetropolitan TPB	$8
Divine Right #1 European Tour	$15	Transmetropolitan #4-15	$3
Divine Right #2, 4, 5, 6	$3	Tykes #1	$3
Divine Right #2, 3, 4 Variants	$6	Witchblade #13-15	$5
Fantastic Four #1-11	$2	Witchblade #18-25	$3
Fathom #1 Variants $3 or set (3)	$8	Witchblade Collected #5	$3
Free Speeches #1 (Miller)	$3	Tales Witchblade #2-6	$3
Gen 13 #26-33 (Arcudi/Frank)	$2	Wolverine #125	$2
Gen 13 Bootleg #8-10 (Adam Warren)	$4	X-O Manowar #16, 21 (Quantum & W)	$2
Goat (Haedus) One-shot	$4	Yikes Vol. 2 #1, 2	$3
Hercules #3 (1st Xena), 4	$3	Youngblood 1,2 (Alan Moore)	$3
Hercules #3 Photo Cover	$6	Young Justice #1, 2, 1,000,000	$2
Heroes Return Variants $5 or set (5)	$20	Young Justice: The Secret #1	$2
Inhumans #1	$3		
Iron Man #1-10	$2		

FAMOUS FACES & FUNNIES
1731 N. Wickham Road, Melbourne, FL 32935
(407) 259-3575 • Fax (407) 259-7533

CBG Customer Service Award - 1998

Shipping & Handling is $3.50 + .05 a book. COD $4.50 extra. All books are 1st Print NM unless otherwise noted. VISA, MC, Checks and Money Orders accepted.

WONDERCON '99

NORTHERN CALIFORNIA'S LARGEST POP CULTURE CON

JOIN US APRIL 16-18, '99!

WWW.WONDERCON.COM

WonderCon
The Convention of Comic Book Arts
SAN FRANCISCO • OAKLAND • SAN JOSE

THE JayBird™ PORTFOLIO

A fun loving look at the perils of being a superheroine. JayBird was created especially for this portfolio. Nicely drawn and very funny! Private parts are discretely, but barely covered. Six B&W plates on speckled stock. Includes illustrated envelope.

Send $11.95 (Postage Paid)

MAGIC CHEESE PRESS
P.O. Box 1662
Lee's Summit, MO 64063
(Missouri residents add 89 cents sales tax.)

MAGIC CHEESE PRESS™

TM & ©1998 K. CALLEN

LOS ANGELES COMIC BOOK AND SCIENCE FICTION CONVENTION

Next Show

OCT. 11, 1998

SHRINE AUDITORIUM EXPO CENTER
700 West 32nd Street in Los Angeles
Call 818-954-8432 for information

CBG Customer Service Award - 1998

YOUR AD COULD BE HERE!

An ad in CBG's Showcase Section will reach over 30,000 comics collectors who spend an average of $2,219.07* each year on their collection! Call our advertising department today to find out how you can tap into this active marketplace.

*(From CBG Reader Survey.)

John Diser (715) 445-4612, ext. 232
Kevin Novak (715) 445-4612, ext. 781
Meredith Miller (715) 445-4612, ext. 438

SHOWCASE

Showcase ads are available at $30.00 each. Typesetting, illustrations and photos are included in the cost. New advertisers: please include current street address and phone number to avoid delay.

BUYING:

60-150% OF GUIDE FOR PRE-1970 COMICS

- SENIOR ADVISOR TO OVERSTREET PRICE GUIDE
- IMMEDIATE CASH
- I WILL TRAVEL ANYWHERE TO VIEW LARGE COLLECTIONS

SELLING:

- LARGE SELECTION OF PRE 1970 GOLDEN AGE AND SILVER AGE
- ACCURATE GRADING
- COMPETITIVE PRICING
- WANT LIST
- FOREIGN CLIENTS WELCOME

HARLEY YEE
P.O. BOX 51758, LIVONIA, MI 48151
PHONE (800) 731-1029 OR (313) 421-7921
FAX (313) 421-7928
CALL OR WRITE FOR A FREE CATALOG

The American Comic Book Co.

TERRY STROUD'S FEATURED LISTS
(Price of lists refunded with first order)

#1 Golden Age Comics, Classics, ERB Material BLB's	$1.00
#2 1940's - 50's War, Horror, Crime, Romance, GGA, E.C., M.E., Avon, etc.	$1.00
#3 Silver Age D.C.	$1.00
#4 Silver Age Marvel, Misc. 1960's - 1970's	$1.00
#5 Humor: Disney, Dell, Archie, Harvey, etc.	$1.00
#6 Vintage Paperbacks	$1.00
#7 Magazines 1900-1995 (MAD, Life, etc.)	$1.00
#8 Pulp Magazines	$1.00
#9 Underground Comix, Mags, Books, Posters, etc. Also Misc. Portfolios, Original Art	$1.00

WANT ALL LISTS - SEND $7.00
Make checks out to: TERRY STROUD
***Send to:* P.O. Box 23, Santa Monica, CA 90401**

!!! BULK COMICS 4 SALE!!!

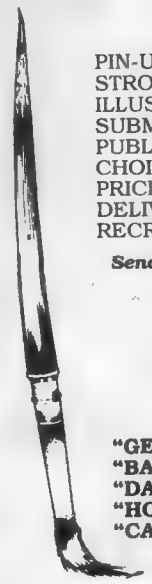
PRICES FROM .08 - .06 each!!

At these prices you can't go wrong!! We have a huge selection of back issues that MUST GO!! We carry comics from all Publishers. Comics are from 1980's to present!! Don't miss out on this once-in-a-lifetime deal!!

1,000 Comics = $80.00 + shipping. (.08 each!!)
5,000 Comics = $350.00 + shipping. (.07 each!!)
10,000 Comics = $600.00 + shipping. (.06 each!!)
Each box contains a great mix of comics (preselected)

LOST DUTCHMAN COMICS
5811 N. 7th St., Phoenix, AZ 85014 • 1-602-604-9249
E-mail: ldcomics@netzone.com

TO MY FANS...



PIN-UPS OF YOUR FAVORITE CHARACTER. STRONGLY RENDERED GRAPHITE ILLUSTRATIONS (EXACTLY THE SAME AS I SUBMIT TO THE MAJOR COMIC BOOK PUBLISHERS). FULL ACTION SCENES OF YOUR CHOICE, OR LEAVE IT TO ME. SIZE 11 X 17. PRICE OF $395 INCLUDES S & H. FED EX DELIVERY. REQUESTS FOR COVER RECREATIONS $790.

***Send Check or M.O. to:* Gene Colan**
P.O. Box 2267
Manchester Center, VT 05255
Del. 4 to 6 weeks.

ALSO, I'm Offering a Rare Release of Five Covers:

"GENE COLAN TREASURY BOOK"..$3,000.00
"BATMAN/DETECTIVE" #563 .....$1,200.00
"DAREDEVIL" #64 .....$3,000.00
"HOWARD THE DUCK" #4 .....$3,000.00
"CAPTAIN MARVEL" #8 .....$3,000.00

Absolutely no substitutes, Fed Ex Overnight upon payment.

Find the shows in your area here!

ALABAMA

Oct 15-18 AL, Birmingham. Comic Book, Sports Cards, NASCAR, Coins, Toys & Stamps Show, Riverchase Galleria. SH: mall hrs., T: 90, F: $165. Bases Loaded Promos., Inc., 295 Bryan Rd., McMinnville, TN 37110. PH: 931-939-3063 or 506-2300.

ARKANSAS

Nov 7 AR, Little Rock. Comic Book, Toys, Non-Sports Cards & Collectibles Show, Riverfront Hilton. Exit 141B off I-30, W. & L. at Maple, SH: 10am-5pm, T: 35-6', F: $40. in advance, $45., A: $2. Kevin Frazier, 308 Shiloh Rd. #33, Brandon, MS 39042. PH: 601-825-1699.

CALIFORNIA

Oct 10 CA, Lodi-Stockton. Grape Festival & Harvest, Fairgrounds, Burgandy Hall. 413 E. Lockeford St., SH: 10am-4pm, T: 25, F: $37.50 for 1, $60. for 2, A: $1., under 5 free. Chris Ryan, 422 Cedar St., Lodi, CA 95240. PH: 209-368-7345.

Oct 11 CA, Los Angeles. Comic Book & Science Fiction Convention, Shrine Auditorium Expo Ctr. 700 W. 32nd St., SH: 10am-5pm, A: $5. Bruce Schwartz, 2319-A West Olive Ave., Burbank, CA 91506. PH: 818-954-8432.

Oct 17-18 CA, Oakland. Super-Con Comic Book & Fantasy. 10th & Broadway, SH: Sat. 10am-6pm, Sun. 11am-5pm, T: 100, A: $7.50 in advance, $9. at the door. Super-Con, PO Box 215392, Sacramento, CA 95821. PH: 916-485-1887.

Oct 25 CA, San Francisco. Comic Book & Collectibles Show, Cathedral Hill Hotel. 1101 Van Ness Ave. at Geary Blvd., SH: 10am-4pm, T: 50, F: $50., A: $2. Al Jang or Damon Jang, 3145 Geary Blvd. #270, San Francisco, CA 94118. PH: 415-386-9036.

Nov 7 CA, Lodi-Stockton. Grape Festival & Harvest, Fairgrounds, Burgandy Hall. 413 E. Lockeford St., SH: 10am-4pm, T: 25, F: $37.50 for 1, $60. for 2, A: $1., under 5 free. Chris Ryan, 422 Cedar St., Lodi, CA 95240. PH: 209-368-7345.

CONNECTICUT

Oct 11 CT, West Haven. Comic Book & BB Card Mania, K of C Hall. 263 Center St., (Northbound) Exit 44 off I-95 or (Southbound) Exit 43 off I-95, SH: 9:30am-3:30pm, T: 50, F: $50. for 1, $90. for 2, $135. for 3, A: free. Mrs. Aurella V. Wacks, PO Box 5078, Milford, CT 06460. PH: 203-874-3545 or FAX: 203-876-8427.

Oct 16 CT, Stratford. CT's Premier Comic Book & Sports Card Show, Ramada Inn. Exit 30 off I-95, SH: 6pm-9:30pm, T: 20-8', F: $40., A: free. Mike Riccio, 155 Lighthouse Ave., Stratford, CT 06497. PH: 203-377-9567.

Oct 18 CT, Vernon. Comic Books, Sports Card & Toys Show, Quality Inn (The Colony). 51 Hartford Tpke., Rt. 83, SH: 9am-3pm, T: 42-6' & 8', F: $30.-$35., A: $.99, under 10 free. Joe Cushman, 101 S. Eagleville Rd., Storrs, CT 06268. PH: 860-429-3760.

Oct 25 CT, East Hartford. Comic Book Convention, Elks Hall. 148 Roberts St. (Exit 58 off of I-84), SH: 11am-5pm, T: 32, F: $40., A: $.99. The Bookie, Hal Kinney, 206 Burnside Ave., E. Hartford, CT 06108. PH: 860-289-1208 afternoons.

Oct 25 CT, Milford. Comic Book, BB Card & Beanie Baby Mania, Saint Gabriels School. Tudor Rd., Exit 34 off I-95 take R., SH: 9:30am-3:30pm, T: 50, F: $50. for 1, $90. for 2, $125. for 3, A: freeMrs. Aurella V. Wacks, PO Box 5078, Milford, CT 06460. PH: 203-874-3545 or FAX: 203-876-8427.

Oct 31 CT, Meriden. Comic Book & Sports Card Show, Masonic Temple. 112 E. Main St., SH: 9:30am-3pm, T: 30-6', F: $30., A: $.99. Ernie Schaper, 10 McKenzie Ave., S. Meriden, CT 06451. PH: 203-634-0069.

Nov 1 CT, Stratford. CT's Premier Comic Book & Sports Card Show, Ramada Inn. Exit 30 off I-95, SH: 9:30am-3:30pm, T: 60-8', F: $75. for 1, $125. for 2, A: $3., 99¢ children. Mike Riccio, 155 Lighthouse Ave., Stratford, CT 06497. PH: 203-377-9567.

Nov 1 CT, East Hartford. Comic Book, Toy & Collectibles Show, Pratt & Whitney Aircraft Club. Exit 58 I-84, Roberts St. & Silver Ln., SH: 9am-3pm, T: 100, A: 99¢. Natale Terranova, PH: 860-519-8355.

FLORIDA

Oct 10 FL, Ft. Lauderdale. Comic Book, Sports Card, Beanie Babies & Memorabilia Show, Coral Ridge Mall. 3200 N. Federal Hwy., SH: 10am-6pm, T: 8', F: $75., A: free. Ron Tannebaum, PH: 954-916-3834.

Oct 16-18 FL, Lakeland. Collectorama Show, Lakeland Center. 700 W. Lemon, SH: Fri. & Sat. 10am-7pm, Sun. 10am-4pm, T: 250-8', A: $3. Edward Kuszmar, PO Box 4049, Boca Raton, FL 33429. PH:-800-447-4590, 561-995-7984 or FAX: 561-995-7983.

(Continues on Page 69)

Wolff & Byrd, Counselors of the Macabre — By Batton Lash

PUBLISHER'S

Showcase ads are available at $30.00 each. Typesetting, illustrations and photos are included in the cost. New advertisers: please include current street address and phone number to avoid delay.

A revolt lead by Homer signals the beginning of the end for Krustonia in Simpsons Comics #28

GREAT MOMENTS IN COMICS BONGO GROUP HISTORY

CARTOONY COMICS PRESENTS

RUMF ADVENTURES- FURRY FUN AND ACTION STARRING... RUMFUS!!

ISSUES 1-6 AVAILABLE FROM THE COMIC BOOK CLEARING HOUSE AT WWW.SONIC.NET/~COMIX

cartoony comics 24573 sunnyridge dr.moreno valley ca. 92557

SURF ON OVER TO OUR SITE!

Archie ONLINE

http://www.archiecomics.com

TM & © 1998 A.C.P.

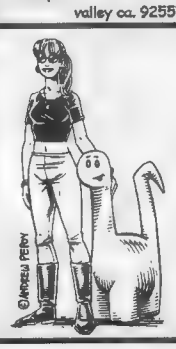
DREAMER COMICS.COM

SOJOURN

Gerow Somerville

monthly magic and mayhem

www.dreamercomics.com



Andrew Pepoy's

SIMONE & AJAX™

return in December in **ARROW SPOTLIGHT: THE ADVENTURES OF SIMONE & AJAX!** 20+ pages and a holiday theme, painted cover by Pepoy (plus other features.) See your October PREVIEWS and ask your dealer to get you a copy.

email: SimoneAjax@aol.com

CLAYPOOL COMICS

ELVIRA

Frank Strom • Louis Lachance • Tod Smith
Ronn Sutton • Jo Duffy • Paul Dini • & more!

SOULSEARCHERS & CO.

Peter David • Dave Cockrum • Amanda Conner • Jim Mooney

DEADBEATS

Richard Howell • Ricardo Villagran

BACK ISSUES & REORDERS:
(707) 887-1521
www.claypoolcomics.com

DARK HORSE COMICS

CBG Customer Service Award - 1998

http://www.dhorse.com/

Dark Horse Comics® & The Dark Horse Comics logo are registered trademarks of Dark Horse Comics, Inc. All rights reserved.

Artist wanted for alternative Superhero Comic Book. Pen & ink. Experience good, but not necessary. Send sample art work or a letter of interest to:

TODD BANKS
307 E. 81st Street, Apt. 1 FW
New York, NY 10028

www.MANGA.com

FEED YOUR FURRY FIX!

RADIO COMIX

Anthropomorphic comics by Radio Comix now available at your local comic book store:

- Furrlough #52 through #68
- Best of Furrlough Vols. #1 and #2
- Hit the Beach Summer Special 1998
- Havoc, Inc. #1 through #3
- Tales of the Fehnnik #1

Available by mail order for $3.90 each from: Radio Comix, 11765 West Ave #117, San Antonio, TX 78216.

http://members.aol.com/radiocomix

WARP GRAPHICS

ELFQUEST

comics & much more

43 Haight Avenue
Poughkeepsie NY 12603
phone 914-473-9277
fax 914-473-9280
www.elfquest.com
elfquest @ elfquest.com

CBG Customer Service Award - 1998

ACETYLENE COMICS

VESPER

Vesper Issue #1
$2.00 ppd
32 pages
Plus...a free ashcan!

BUGGS

B.U.G.G.S Issue #1
$2.00 ppd
32 pages
Plus...a free ashcan!

9 Appleton St. #400
Boston, MA 02114

e-mail:
acetylene9@aol.com

http://members.aol.com/acetylene9

Imports! Domestics!

NIPPAN

•THE BEST ANIME•
•THE BEST PRICES•

Retailer Inquiries: 1-800-562-1410

Only $3 for: $5 Coupon and the Individual Mail Order Catalog!
For Information call 1-800-427-6100

Catalog is Free for Anime Fan Club Members please inquire for details.

CBG Customer Service Award - 1998

ComicBase™

The ultimate software for comic book collectors

An inventory system, price guide, and encyclopedia for keeping track of what you own, what it's worth, and what's worthwhile. $129

Look for our ad in next week's CBG

Human Computing (408) 266-6883
www.human-computing.com

ORIGINAL EROTIC FANTASY ARTWORK FOR SALE

Send $2.00 for our latest catalog
ADULTS ONLY PLEASE!

SQP-Dept OA
PO Box 4569
Toms River, NJ
08754

Or check us out on the web!
www.sqpinc.com

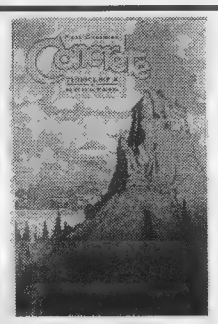
Printing your independent comic books or magazines isn't a problem when you know the right people.

Call Toni Thordarson at 701.352.0640 or e-mail at toni@morganpublishing.com

CBG Customer Service Award - 1998

MORGAN PUBLISHING, INC.

402 Hill Avenue
Grafton, ND 58237



Concrete: Think Like a Mountain

Here is Concrete in the most sweeping adventure, a tale of greens at war with loggers, and Concrete's conscience at war with his temperament. But it's not all politics and monkeywrenching; this is a story with a great deal of humor, suspense and beauty. "...this one is as beautiful as its predecessors. Chadwick is one of the most talented artists working in comics today." —Carol Denbow, **Comics Buyer's Guide** 126 page softcover, $17.95

Your retailer can order this and all of the **Concrete** backlist, or order direct from Dark Horse: (800) 862-0052 8-5 Pacific time.

Showcase ads are a great advertising value!

You can have your ad appear in Comics Buyer's Guide for only $30.00. Promote your convention, your comics store or sell your personal collection.

Call today for complete advertising information: 715-445-2214

EVENTS
(From Page 67)

Oct 16-18 FL, Pompano Beach. Comic Book, Sports Card, NASCAR, Beanie Babies & Memorabilia Show, Pompano Square Mall. Corner of Federal Hwy. & Copans Rd., SH: Fri. & Sat. 10am-9pm, Sun. 11am-6pm, T: 8', F: $125., A: free. Ron Tannebaum, PH: 954-916-3834.

Oct 24-25 FL, Coral Springs. Comic Book, Sports Card, Beanie Babies & Memorabilia Show, Coral Square Mall. Corner of Univ. Dr. & Atlantic Blvd., SH: Sat. 10am-9pm, Sun. 11am-6pm, T: 8', F: $125., A: free. Ron Tannebaum, PH: 954-916-3834.

Oct 31-Nov 1 FL, Orlando. Halloween Comic Book & Toy Show, Holiday Universal Studios. 59055 Kirkman Rd., SH: 10am-5pm, T: 100-8'. George Smith, PO Box 560423, Montverde, FL 34756. PH: 407-469-3759.

Oct 31-Nov 1 FL, Orlando. CollectiCon Show, Omni Rosen Hotel. 9840 International Dr., SH: Sat. 10am-6pm, Sun. 10am-5pm, T: 75. Ron or Annie, 3237 Harper's Ferry Ct., Orlando, FL 32837. PH: 407-812-1513 or 441-6699.

Nov 7-8 FL, Orlando. Antique & Collectible Toy Super Show, Bahia Shrine Auditorium. 2300 Pembrook Dr., SH: Sat. 10am-5pm, Sun. 10am-4pm, T: 200-8', A: $6. Mark Leinberger, PH: 561-694-7982 or Jon Jacobus, PH: 954-772-1420.

GEORGIA

Oct 10-11 GA, Kennesaw. All Stars Comic Book, Sports Cards & Collectibles Show, Kinder's Outlet Mall. 3333 George Busbee Pky., I-75 & Chastain Rd. (Exit 117), SH: Sat. 10am-6pm, Sun. 11am-5pm, T: 50-8', F: $80., A: free. Jon White, 201 Thornwood Cr., Acworth, GA 30102. PH: 770-924-3491 home or 428-4980 Show Center.

Oct 24-25 GA, Kennesaw. All Stars Comic Book, Sports Cards & Collectibles Show, Kinder's Outlet Mall. 3333 George Busbee Pky., I-75 & Chastain Rd. (Exit 117), SH: Sat. 10am-6pm, Sun. 11am-5pm, T: 50-8', F: $80., A: free. Jon White, 201 Thornwood Cr., Acworth, GA 30102. PH: 770-924-3491 home or 428-4980 Show Center.

Oct 25 GA, Marietta. Comic Book Show, Wyndham Garden Hotel. Atlanta North, I-75, N. at Exit 112, Hwy. 120 South Loop, SH: 10am-5pm, T: 6', F: $40., A: $3. KEBco, Inc., Comic & Toy Emporium, PH: 770-471-6970.

Nov 7-8 GA, Kennesaw. All Stars Comic Book, Sports Cards & Collectibles Show, Kinder's Outlet Mall. 3333 George Busbee Pky., I-75 & Chastain Rd. (Exit 117), SH: Sat. 10am-6pm, Sun. 11am-5pm, T: 50-8', F: $80., A: free. Jon White, 201 Thornwood Cr., Acworth, GA 30102. PH: 770-924-3491 home or 428-4980 Show Center.

ILLINOIS

Oct 10 IL, Orland Park. Comic Book, Sports Card, Beanies & Toy Show, Civic Ctr. 1 blk. W. of LaGrange Rd. (Rt. 45) at 147th St., SH: 9am-3pm, T: 85-6', F: $30., A: $1. John Leary, 9522 W. Shore Dr., Oak Lawn, IL 60453. PH: 708-423-1758.

Oct 11 IL, Springfield. ComicCon, Jaycee Activity Centre. 2525 S. 12th St., near the Bunn Park Gold Course, SH: 10am-4pm, T: 18, F: $25. for 1, $45. for 2, A: free. Alan Morton, PH: 309-657-1599 or Kevin, PH: 217-435-9625.

Oct 18 IL, Bridgeview. Comic Book & Toy Show, Oremus Ctr. 79th & Oketo (2 blks. W. of Harlem Ave.), SH: 9am-3pm, T: 8', F: $25., A: $1. Mike, PH: 708-788-7276 or Jim, PH: 815-886-8925.

Oct 25 IL, Orland Park. Comic Book, Sports Card, Beanies & Toy Show, Civic Ctr. 1 blk. W. of LaGrange Rd. (Rt. 45) at 147th St., SH: 9am-3pm, T: 85-6', F: $30., A: $1. John Leary, 9522 W. Shore Dr., Oak Lawn, IL 60453. PH: 708-423-1758.

Oct 25 IL, Naperville. Comic Book & Action Figure Show, Radisson Hotel. Jct. Naper & Warrenville Rds. (just off I-88), SH: 10am-3pm, T: 8', F: $45., A: $2. Graham Crackers Comics, Jamie Graham, 1271 Rickert Dr., Naperville, IL 60540. PH: 630-355-4310.

Nov 1 IL, Oak Lawn. Comic Book, Sports Card, Beanies & Toy Show, Fatima K of C. 5830 W. 95th St., SH: 9am-3pm, T: 40-8', F: $25., A: $1. John Leary, 9522 W. Shore Dr., Oak Lawn, IL 60453. PH: 708-423-1758.

INDIANA

Oct 9-11 IN, Evansville. Comic Book, Sports Cards, NASCAR, Coins, Toys & Stamps Show, Eastland Mall. SH: mall hrs., T: 85, F: $125.-$135. Bases Loaded Promos., Inc., 295 Bryan Rd., McMinnville, TN 37110. PH: 931-939-3063 or 506-2300.

Oct 10 IN, South Bend. Michiana Comicon, Holy Family Hall. Mayflower at Western, SH: 10am-5pm, T: 50, F: $40., A: $1. Jim Rossow, 53100 Poppy Rd., South Bend, IN 46628. PH: 219-232-8129.

Oct 10 IN, Columbus. Comic Book, Sports Cards & Collectibles Show, Fair Oaks Mall. Intersection of US Hwy. 31 & Hwy. 46, SH: mall hrs., T: 55-8', F: $50. for 1, $85. for 2, $120. for 3; A: free.

If a state is not listed in this issue's calendar, it is because we received no show listings for that state for this time period.

If you are planning to attend a show some distance from your home, we advise you to call the show's promoter for any last-minute changes and information.

Front Row Promos., Inc., Terry Armstrong, 1745 Houston Ct., New Albany, IN 47150. PH: 812-948-9902.

Oct 10-11 IN, Merrillville. Comic Book, Autograph & Collectible Show, Century Mall. US 30 & Broadway, SH: mall hrs., T: 100, F: $80., A: free. John Goff, PH: 219-942-4105.

Oct 10-11 IN, South Bend. Multi Collectible Hobby Show, Scottsdale Mall. 1390 E. Ireland Rd., SH: Sat. 10am-9pm, Sun. 11am-5pm, T: 60. Gene Haberstich, PO Box 908, Goshen, IN 46527. PH: 219-533-1887.

Oct 11 IN, Indianapolis. Comic Book, Sports, Non-Sports, Die Cast Racing Cars & Collectibles Show, Holiday Inn East. 6990 E. 21st St., SH: 9am-4pm, T: 45, F: $30. for 1, $45. for 2, A: free. Mark Lopez, PH: 317-894-1115.

Oct 17-18 IN, Merrillville. Multi-Hobby Collectibles Show, Century Consumer Mall. US 30 at Broadway, SH: Sat. 10am-9pm, Sun. 11am-5pm, T: 60-80. Gene F. Haberstich, PO Box 908, Goshen, IN 46527. PH: 219-533-1887.

Oct 23 IN, Highland. Comic Book & Sports Card Show, Lincoln Center. 2450 Lincoln St., from I-94 S. on Indianapolis Blvd., 4th traffic light turn L., SH: 6pm-9:30pm, T: 16-6', F: $15. for 2, A: free. Beth Gagliardi, 2450 Lincoln St., Highland, IN 46322. PH: 219-838-0114 8am-10pm.

Oct 24-25 IN, South Bend. Michiana Regional Multi-Hobby Collectibles Trade Show, Brentwood Center. 1 mi. E. of Airport on US 20, 3900 Lincolnway West, SH: Sat. 10am-6pm, Sun. 11am-5pm, T: 100. Gene F. Haberstich, PO Box 908, Goshen, IN 46527. PH: 219-533-1887.

Oct 25 IN, Indianapolis. Comic Book, Sports, Non-Sports, Die Cast Racing Cars & Collectibles Show, Holiday Inn East. 6990 E. 21st St., SH: 9am-4pm, T: 45, F: $30. for 1, $45. for 2, A: free. Mark Lopez, PH: 317-894-1115.

Oct 25 IN, Indianapolis. Comic Book Show, Quality Inn East. 3525 N. Shadeland Ave., Exit off I-70 or I-465, SH: 10am-4pm, T: 6', F: $40. for 1, $35. ea. for 2 or more, A: $2., 12 & under free. Brian Livingston, 8702 Monsanto Dr., Cincinnati, OH 45231. PH: 513-522-1231.

Oct 31-Nov 1 IN, Hammond. Multi-Collectible Hobby Show, Woodmar Mall. Indianapolis Blvd. at 165th St., SH: Sat. 10am-5:30pm, Sun. 11am-5pm, T: 62. Gene Haberstich, PO Box 908, Goshen, IN 46527. PH: 219-533-1887.

Nov 7-8 IN, South Bend. Multi-Hobby Collectibles Show, Brentwood Center, Hall A. 3900 Lincolnway W. (US 20), 1 mi. E. of Airport, SH: Sat. 10am-6pm, Sun. 11am-5pm, T: 25-35, A: free. Gene F. Haberstich, PO Box 908, Goshen, IN 46527. PH: 219-533-1887 10am-midnight.

IOWA

Oct 24-25 IA, Ames. Comic Books & Sports Card Show, North Grand Mall. 2801 Grand Ave., SH: Sat. 10am-9pm, Sun. 12noon-5pm, T: 40-8', F: $50., A: free. Scott or Jo Helgeson, 1000 E. Salem, Indianola, IA 50125. PH: 515-961-8286.

Nov 7-8 IA, Marshalltown. Comic Book & Sports Card Show, Center Mall. 2500 S. Center St., SH: Sat. 10am-5pm, Sun. 12noon-5pm, T: 30-8', F: $35., A: free. Scott or Jo Helgeson, 1000 E. Salem, Indianola, IA 50125. PH: 515-961-8286.

KANSAS

Oct 24-25 KS, Kansas City. Comic Con, Reardon Civic Ctr. 500 Minnesota Ave., SH: Sat. 10am-6pm, Sun. 10am-4pm, T: 110, F: $125., A: Sat. $5., Sun. $4. Mike Wileman, 8700 W. 121st Terr., Overland Park, KS 66213. PH: 913-451-4805.

KENTUCKY

Oct 9-11 KY, Ashland. Comic Book, Sports Card & Racing Collectibles Show, Town Center. 500 Winchester Ave., SH: mall hrs., T: 35-8', F: $80. for 1, $150. for 2, A: free. Badgley Promotions, PO Box 3528, Parkersburg, WV 26103. PH: 304-485-8345.

Oct 18 KY, Ft. Mitchel. Comic Book Show, Drawbridge Estate. On Buttermilk Pike, I-75, Exit 186, SH: 10am-4pm, T: 6', F: $40. for 1, $35. ea. for 2 or more, A: $2., 12 & under free. Brian Livingston, 8702 Monsanto Dr., Cincinnati, OH 45231. PH: 513-522-1231.

Oct 23-25 KY, Louisville. Comic Book, Sports Cards & Collectibles Show, Green Tree Mall. I-65, Exit 4, SH: mall hrs., T: 60-8', F: $75. for 1, $145. for 2, $210. for 3, A: free. Front Row Promos., Inc., Terry Armstrong, 1745 Houston Ct., New Albany, IN 47150. PH: 812-948-9902.

LOUISIANA

Nov 1 LA, Bossier City. Comic Book-N-Toy Fest, Horseshoe Le-Bossier Hotel. I-20 at 4000 Industrial Dr., SH: 10am-4pm. PH: 903-675-4670.

MARYLAND

Oct 10 MD, Baltimore. Greater Baltimore Collectors Mart XXVI, Pikesville Armory. 610 Reisterstown Rd., (I-695, Exit 20), SH: 10am-5pm, T: 200, A: $3. Annapolis Marketing, Inc., 6506 Pyle Rd., Bethesda, MD 20817. PH/FAX: 301-320-6974.

Oct 31 MD, Baltimore. Comic Book & Non-Sports Card Show, Days Hotel. I-83, Exit 17, Timonium, SH: 10am-3pm, F: $50. Jubilee Enterprises, 11910 Asbury Dr., Ft. Washington, MD 20744. PH: 301-292-4587 or FAX: 301-203-0159.

Nov 6-8 MD, Baltimore. Comic Book, BB Card & Beanie Baby Show. Security Square Mall, 695 Exit 17 Security Blvd. SH: mall hrs., T: 50-8', F: $110. Jay Grabowski, 3507 Lord Baltimore Way, Monkton, MD 21111. PH/FAX: 410-557-0660.

MASSACHUSETTS

Oct 25 MA, Boston. Comic Book & Toy Spectacular, Radisson Hotel. Formerly Howard Johnson 57, 200 Stuart St., SH: 10am-4pm, T: 120-8', F: $85., A: $5. Primate Promos., PH: 978-388-6576.

Nov 1 MA, Dedham. Great Boston Fall Antique & Collectible Toy Show, Holiday Inn. Rt. 1 at Exit 15A off Rt. 95 & 128, SH: 9:30am-3pm, A: $4.50 ($3.50 from Noon-3pm), 12 & under free with adult. Mrs. Devlin, PH: 508-379-9733.

MICHIGAN

Oct 10-11 MI, Dearborn. Fall Comic Book Extravaganza, Civic Ctr. 15801 Michigan Ave. at Greenfield Rd., SH: Sat. 11am-7pm, Sun. 11am-5pm, Motor City Conventions, Michael Goldman, 19785 W. 12 Mile Rd. Ste. 231, Southfield, MI 48076. PH: 810-426-8059.

Nov 1 MI, Livonia. X-Trava Con Comic Book & Toy Show, K of C Hall. 19801 Farmington Rd. (bet. 7 Mile & 8 Mile Rd.), SH: 10am-4pm, T: 55-8', F: $35. in advance, $40. day of show, A: $2. Motor City Conventions, Michael Goldman, 19785 W. 12 Mile Rd., Ste. 231, Southfield, MI 48076. PH: 248-426-8059.

Nov 1 MI, Saginaw. Comic Book, Sports Card, Beanie Babies & Memorabilia Show, St. Vincent Home. 925 N. River, SH: 9:30am-5pm, T: 30-8', F: $20., A: free. Rick Doud, PH: 517-781-0490 ext 363 or 684-2684.

MINNESOTA

Oct 10-11 MN, Duluth. Comic Book, Toys & Sports Card Show #25, Entertainment Convention Ctr. 350 Harbor Dr., SH: Sat. 10am-5pm, Sun. 11am-4:30pm, T: 50, F: $45. for 1, $40. ea. for 2 or more. Kevin Bergson, PH: 701-235-2562 during reg. bus. hours.

Oct 24-25 MN, Duluth. " Collector's Expo" , Miller Hill Mall. 1600 Miller Trunk Hwy., SH: Sat. 10am-6pm, Sun. 12noon-6pm, T: 45-8', F: $80., A: free. Timothy Broman, 1600 Miller Trunk Hwy. #112, Duluth, MN 55811. PH: 218-726-1360.

MISSOURI

Oct 11 MO, St. Louis. Spector Comic Book Show, Kolping House. 4035 Keokuk St., SH: 11am-3:30pm, T: 70, F: $25., A: $1.50. Anthony Gladish, 4253 Fatima Dr. #3, St. Louis, MO 63123. PH: 314-544-2812.

NEW JERSEY

Oct 10-11 NJ, S. Plainfield. World of Comics & Cards Conventions, Middlesex Mall. Hadley & Stelton Rds., SH: Sat. 10am-9:30pm, Sun. 11am-5pm, T: 85-8', F: Sat. $100., Sun. $65. for 1 day, $150. for 2 days, A: free. Anthony Grimando, PO Box 23, Dunellen, NJ 08812. PH/FAX: 732-968-3886.

Oct 11 NJ, Elmwood Park. Comic Book, Sports Card & Collectibles Show, American Legion Post #147. Legion Pl. (1 blk. W. of Midland Ave. off Market St.), SH: 9:30am-3:30pm, T: 50-6', F: $30. for 1, $55. for 2, A: $1., under 7 free. Gary Sipos, 1 Garden Ct. N., Garfield, NJ 07026. PH: 973-340-2218 or 201-796-9717 day of show.

Oct 11 NJ, Clifton. Comic Book Expo, Community Recreation Ctr. 1232 Main Ave. (Rt. 46 to Piaget Ave. to Main Ave.), SH: 10am-4pm, T: 30-6', F: $45., A: free. J. Paul, 10 Cross St., Montclair, NJ 07042. PH: 973-783-0608.

Oct 16-18 NJ, Freehold. Triple Play Comic Book, Sports Card, Memorabilia & Collectible Toy Show, Raceway Mall. 3710 Rt. 9, SH: mall hrs., T: 100-8', F: $185. for 1, $350. for 2, $490. for 3, A: free. Ferdinand Parascandolo, 482 Retford Ave., SI, NY 10306. PH: 718-667-9588 or 967-9172.

Oct 18 NJ, Garfield. Comic Book, Sports Card & Collectibles Show, Boys & Girls Club. 490 Midland Ave., SH: 9:30am-3:30pm, T: 60-8', F: $35. for 1, $65. for 2, A: $1., under 7 free. Gary Sipos, 1 Garden Ct. N., Garfield, NJ 07026. PH: 973-340-2218 or 478-7662 day of show.

Oct 24-25 NJ, Ocean Township. Comic Book, Sports Card, Non-Sports Card, Toy & Collectible Show, Seaview Square Mall. Rts. 35 & 66, Pky. Exit 102 S. or 100A N. to Rt. 66 E. for 2.5 mi., SH: Sat. 10am-9pm, Sun. 11am-5pm, T: 70-8', A: free. Collectors Showcase, Sandy Grecco, PO Box 189, Atlantic Highlands, NJ 07716. PH: 732-291-1632.

Oct 25 NJ, Clifton. Comic Book, Sports Card & Collectibles Show, Boys & Girls Club. 802 Clifton Ave., SH: 9:30am-3:30pm, T: 50-8', F: $35. for 1, $65. for 2, A: $1., under 7 free. Gary Sipos, 1 Garden Ct. N., Garfield, NJ 07026. PH: 973-340-2218 or 779-9332 day of show.

Oct 25 NJ, Wayne. Comic Book Expo, Holiday Inn. Rt. 46 Service Rd. (off of Rt. 23 near Willowbrook Mall), SH: 10am-4pm, T: 30-8', F: $60., A: $2. (under 6 & 2nd parent free). J. Paul, 10 Cross St., Montclair, NJ 07042. PH: 973-783-0608.

Oct 31 NJ, Bridgewater. Comic Book, Sports Card & Collectibles Show, Country Hills Volunteer Fire Co. 264 Milltown Rd., SH: 9:30am-3pm, T: 30-8', F: $30., A: $1. Dave Bolka, 998 Walcutt Dr., Basking Ridge, NJ 07920. PH: 908-306-0821 or 253-2804.

Nov 1 NJ, Garfield. Comic Book, Sports Card & Collectibles Show, Boys & Girls Club. 490 Midland Ave., SH: 9:30am-3:30pm, T: 60-8', F: $35. for 1, $65. for 2, A: $1., under 7 free. Gary Sipos, 1 Garden Ct. N., Garfield, NJ 07026. PH: 973-340-2218 or 478-7662 day of show.

Nov 1 NJ, Wayne. Comic & Collectibles Show, Co. #1 Firemens Convention Ctr. 1 Parish Dr. off 202 N., SH: 9am-3pm, T: 110-6', F: $20., A: free. Phil DeMario, 137 Silleck St., Clifton, NJ 07013. PH: 973-742-2647 or 694-9773 day of show.

NEW YORK

Oct 8 NY, Deer Park. Comic Books, Action Figures & Non-Sports Card Show, Sons of Italy Lodge. 2075 Deer Park Ave., SH: 5:30pm-10pm, T: 40. Paul DeCarlo, PH: 516-289-7398.

Oct 10-11 NY, Yonkers. Comic Book & Sports Card Show, Mall at Cross County. 750 Central Ave., SH: 10am-6pm, T: 40-8', F: $125., A: free. Steve Tepper, 57-65 59th St., Maspeth, NY 11378. PH: 718-894-5310 or 516-379-8300.

Oct 10 NY, Manhattan. Big Apple Comic Book & Toy Convention, St. Paul Church. 9th Ave. 60th St., SH: Sat. 10am-6pm, T: 115., A: $6. Mike or Chris, 74-05 Metropolitan Ave., Middle Village, NY 11379. PH: 718-326-2713.

Oct 10 NY, Floral Park. Comic Book, Sports Cards & Beanie Babies Show, Memorial Park. Corner of Plainfield & Tulip Ave., SH: 9:30am-3pm, F: $30., A: free. Dennis, PH: 516-437-1249.

Oct 11 NY, Ozone Park-Queens. Comic Book, Sports Card & Memorabilia Show, Jewish Center. 107-01 Crossbay Blvd., SH: 10am-4pm, T: 36-8', F: $37.50 for 1, $65. for 2, A: $1. Joseph Caruana, 114-32 150th Ave., S. Ozone Park, NY 11420. PH: 718-845-7240 or 848-1795.

Oct 11 NY, Rockville Centre. LI Comic Book & Collectors Market Convention, Holiday Inn. 173 Sunrise Hwy., SH: 10am-5pm, T: 40, F: $60., A: free. Cosmic Comics, 246 Merrick Rd., Oceanside, NY 11572. PH: 516-763-1133.

Oct 11 NY, Brooklyn. Comic Book, BB Cards, Beanies Babies, Toys & Collectibles Show, Temple Hillel of Flatlands. 2164 Ralph Ave. (at Ave. L), SH: 10am-5pm, T: 50-8', F: $40. for 1, $75. for 2, A: free. Sunrise Prods., Scotty O'Donnell, PO Box 340625 Ryder Stn., Brooklyn, NY 11234. PH: 718-251-2075 or 241-6477.

Oct 16 NY, Brooklyn. Fri. Nite Comic Book, Sports Card, Non-Sports Card, Toys, Action Figure & Collectibles Show, St. Dominics Church. 20th Ave. & Bayridge Pky. (75 St.), SH: 6pm-10pm, T: 50-9', F: $40. for 1, $75. for 2, A: free. Sunrise Prods., Scotty O'Donnell, PO Box 340625 Ryder Stn., Brooklyn, NY 11234. PH: 718-251-2075 or 241-6477.

Oct 17 NY, Staten Island. Comic Book & Sports Card Show, St. Sylvester's School. 884 Targee St., Clove-Richmond Rd., Exit 278, SH: 10am-4pm, T: 40-9', F: $50., A: free. Joe Dezio, 884 Targee St., Staten Island, NY 10804. PH: 718-351-8056.

Oct 17-18 NY, Poughkeepsie. Comic Book & Sports Card Show, Galleria. Rt. 9 South Rd., SH: mall hrs., T: 48-8', F: $120. for 1, $230. for 2, A: free. Marty Leibowitz, 7 Jonathan Ln., Poughkeepsie, NY 12603. PH: 914-473-7165 eves.

Oct 17 NY, Sayville-LI. Comic Book, Action Figures & Non-Sports Card Show, Attias Indoor Flea Market. 5750 Sunrise Hwy. & Broadway, SH: 10am-5pm, T: 30, A: free. Paul DeCarlo, PH: 516-

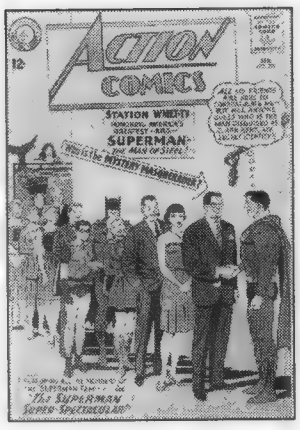
(Continues on Page 108)

"Most modern calendars mar the sweet simplicity of our lives by reminding us that each day that passes is the anniversary of some perfectly uninteresting event."

— Oscar Wilde

Two of the comics from Tony's childhood are ***Fantastic Four Annual*** *#1 (above) and* ***Action Comics*** *#309 (below.*

"Many of my early comics memories don't involve actual comics, but what was happening in my own life at the time I read this or that issue."



Welcome to my little corner of ***CBG*** #1300, another incredible milestone for comicdom's newspaper. It seems as though it was only two years ago that we were celebrating ***CBG*** #1200, one of the advantages of weekly publication.

Over in cyberspace, my daily "Tony's Online Tips" is closing in on its 500th installment. Based on the number of floppy discs I've used to store the column, I've written the equivalent of four *really* long novels.

That total is for *one* column running approximately 1,200 words per day. Can you compute the "novel" equivalent of 1,300 issues of *this* newspaper? I know I can't, though I *can* picture editor Maggie Thompson's fingers flying over a calculator as she adds up the word counts of the news articles, letters pages, opinion columns, comic strips, and other features that have appeared in ***CBG***'s 1,300 issues. If this were an episode of *Star Trek* and she were an evil computer, she'd be blowing up right about now.

Romantic Italian that I am, I generally get reflective around these anniversaries. Consider that a warning.

Early reader. Although I learned to read from comic books at the tender age of 4, I can't recall the first comic book I ever saw. My guess would be that it was either an issue of *Casper,* whose cartoons were shown on local television, or one of the IW reprints Mom used to buy for me. I have very strong memories of reading an issue of *Red Mask* that also featured The Presto Kid, a cowboy magician by Dick Ayers. A check of *The Overstreet Comic Book Price Guide* confirms this to be a possibility, since Israel Waldman did reprint issues with the character.

In 1966, when Harvey Comics published a *Fighting American* one-shot, I realized I had once read some of the stories. That added a third possibility to the above list. However, as much as I liked those wild super-hero stories by Joe Simon and Jack Kirby, I can't imagine my mother buying such a comic book for me. The most likely suspect would be my Uncle Ralph on my mother's side of the family. He had a large collection of *Captain America, Human Torch,* and *Sub-Mariner* comics before Uncle Sam sent him to Korea. My grandmother threw them out while he was overseas, proving once again that war is truly hell.

The first comic books I bought for myself — on the occasion of getting a quarter from some kindly relative — were issues of *Spooky the Tuff Little Ghost* and *Superman.* I don't remember anything about these comics, except that I bought them at the neighborhood cigar shop, newsstand, and, as I learned much later in life, bookie parlor. The owner had a truly magnificent display of comics and magazines and newspapers in a store so small it always seemed as though the walls were closing in on you.

Many of my early comics memories don't involve actual comics, but what was happening in my own life at the time I read this or that issue. My family moved from Detroit Avenue and West 65th Street to Peony Avenue and West 115th Street before I started school. We were the first Italian family in the neighborhood, and, although it took a while for me to figure it out, some of our neighbors weren't too happy about that. I blame Robert Stack.

(Digression. My father was one of the few Italians in our old neighborhood who *wasn't* mob-connected. I used to tape his picture to the "Most Wanted" poster at the post office just to get respect from the other kids. Ba-da-boom.)

Comics and friends. Comic books became very important to me, both before and after I started making friends in my new surroundings. My favorites were *Batman* and *Challengers of the Unknown.* I used to collect and label dirt samples from all around the neighborhood, storing them in an old shoe box. This was so I could, in imitation of Batman, locate the secret hideouts of criminals operating on my street. I also used to clip newspaper weather maps, which also found their way to this portable "crime-lab." I don't know what happened to that box, but I suspect my mother is still using it to protect our neighbors from the forces of evil.

Vacation trips were always great for comics. Because my dad's schedule at the Isabella Brothers Bakery was so demanding, we went on a lot of one-day trips. That meant a lot of driving. It also meant a lot of stops at little, out-of-the-way stores where comics were allowed to age on the spinner racks like fine wine. Just the thing to keep me quiet on those trips.

For some reason, possibly because the store owners didn't pay attention to the small *The Brave and the Bold* and *Showcase* logos on the covers, I could always find multiple issues of those titles. I remember one trip where I bought various "try-out" appearances of The Atom, The Justice League of America, and The Sea Devils. My memory is better on these issues. It was the first Atom issue of *Showcase,* the JLA and Weapons Master issue of *Brave and Bold,* and The Sea Devils *Showcase* which cover-pictured the team shrunken and trapped in a bottle.

Comics changed his life. On another trip, I bought the comic book that changed my life forever: *Fantastic Four Annual* #1 (1963). But I'm getting a little ahead of myself here.

Like most boys, my interest turned to baseball and even girls. Italians mature early. My comics buying had dropped to a mere five titles: *Adventure Comics* (The Legion of Super-Heroes), *Challengers of the Unknown, Green Lantern, Justice League of America,* and *My Greatest Adventure* (The Doom Patrol).

I remember reading *Adventure Comics* #314, "The Super-Villains of All Ages," on the day President Kennedy was assassinated. I still bought other comics on occasion, but those were my regular titles.

Two of those other occasional comics were *Action Comics* #309 and *Fantastic Four* #7. The former is notable for two reasons. In the cover story, "The Superman Super-Spectacular," Big Blue reveals his Clark Kent identity to President Kennedy and enlists Kennedy's help to protect said identity. Unfortunately, the issue, which had been shipped some weeks earlier, appeared on newsstands *after* the President's assassination. Some readers took offense at Kennedy's surprise appearance, but most understood, at least after the editor explained the situation in a "Metropolis Mailbag" that appeared a few issues later.

I confess I didn't quite know what to make of *Fantastic Four* #7. These characters didn't act like The Justice League. For one thing, they seemed to argue a lot. For another, they took showers. (The Thing turned the hot water all the way up while The Human Torch was getting ready for a some government ceremony, causing his angry teammate to burst into flame.) Save for Jimmy Olsen taking bubble-baths during a couple of his frequent cross-dressing adventures, personal hygiene was rarely portrayed in comics. I was confused but strangely fascinated. I kept flipping through various Marvel comics but didn't buy another one until *The Amazing Spider-Man* #9, the first appearance of Electro. I liked it a lot and decided to give The Fantastic Four another chance.

Finally, the 'FF Annual.' Now we come to *Fantastic Four Annual* #1 by Stan Lee and Jack Kirby, my personal choice for the greatest comic book of all time. We were visiting relatives of my father in Oneonta, N.Y., which is not far from the Baseball Hall of Fame in Cooperstown. My dad's uncle owned a store, and I bought a few comic books to help pass the time while the adults caught up on family news. I was 11 years old.

That issue opened my eyes to the wonders of comic books as no other comic book ever had. It started out with the epic 37-page "Sub-Mariner versus the Human Race," the longest and most exciting comics story I'd ever read. It had fact pages about The Fantastic Four and their villains, which brought the characters to life as no other comic book had ever done for me. It reprinted the origin of The Fantastic Four, which, along with the "historical" information given in the lead story, gave me a sense of history. It even had a story in which Spider-Man tried to get a "job" as a member of the team. That sounded better than collecting pop bottles and turning them in for comic-book money.

Most important, *Fantastic Four Annual* #1 was the first time I really took note of the credits.

Written by: Stan Lee
Drawn by: Jack Kirby
Inking: Dick Ayers
Lettering: Art Simek

Maybe it was because I'd just read about Spidey's employment difficulties, but it suddenly occurred to me that people wrote and drew comic books for a living. That's when I knew what I wanted to do when I grew up, even though it would be several years before I actually thought my ambition was attainable — and a few more years before Roy Thomas opened the door for me.

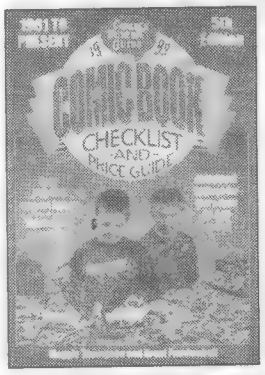
We'll pick this up again in a future column, maybe even next week. Or maybe I'll just get really ahead on my deadline for ***CBG*** #1400. You'll know almost as soon as I do.

You can send your comments on and review items for this column to: Tony's Tips, P.O. Box 1502, Medina, OH 44258. You can e-mail your comments to Tony at: tonyisa@ohio.net

Tony Isabella's daily online column can be found at:

http://www.wfcomics.com/tony

GET EXPERT ADVICE FOR YOUR VINTAGE COLLECTIONS!

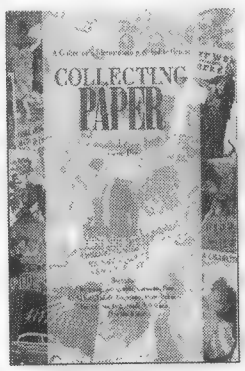


1999 Comic Book Checklist and Price Guide

5th Edition
by Maggie Thompson
Capture the leading edge of the comics industry with pricing from 1961 (Silver Age) to the present for independent releases and hard-to-find editions, plus all the regular releases. More than 80,000 comics are listed in up to three grades of condition. Spotlights on comics characters let you know the background of some of your favorite titles.
Softcover • 7 x 10 • 616 pages • 300+ b&w photos
DO05 • $16.95 • Avail. 10/98

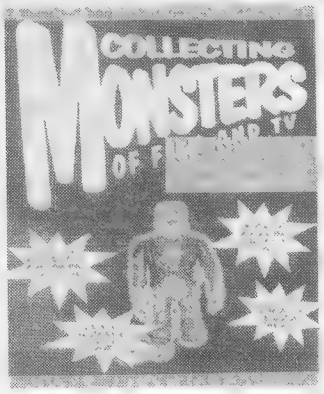
Warman's Paper

by Norman E. Martinus and Harry L. Rinker
This guide is the most comprehensive look at the paper marketplace, including 150 different collecting categories with thousands of listings and current values.
Softcover • 6 x 9 • 432 pages
WPAP • $18.95



Collecting Paper

A Collector's Identification & Value Guide
by Gene Utz
Wraps up more than 15 different categories of papers, from sheet music to autographs to stocks and bonds. Easily identify and value your collectibles with these complete illustrations, descriptions and historical backgrounds from author Gene Utz.
Softcover • 8-1/2 x 11 • 222 pages • 372 b&w photos
PAPE • $22.95



Collecting Monsters of Film and TV

Identification and Value Guide
by Dana Cain
Find out the going price for movie posters, figures, puzzles, games, comics and hundred of other monster-related items. This encyclopedic reference is your guide to a mansion-full of haunted collectibles. Plus you'll take a tour of the Ackermansion with the famous monster collecting master.
Softcover • 8-1/2 x 11 • 192 pages • 500 b&w photos • 130 color photos • **CTM • $22.95**

Standard Price Guide to U.S. Scouting Collectibles

ID & Price Guide for Cub, Scout and Explorer Programs
by George Cuhaj
If your interested in boy scouting, you'll want the most complete guide to scouting collectibles available! Learn to identify rank and office patches and badges, pins, award medals, handbooks and manuals, medallions, uniforms, storybooks and more with up-to-date pricing for more than 6,000 items.
Softcover • 8-1/2 x 11 • 328 pages • 300+ b&w photos • 32 color photos • **SCOUT • $24.95**

Warman's Antiques & Collectibles Price Guide

32nd Edition
Edited by Ellen Schroy
Considered the definitive general price guide to antiques and collectibles, this new edition of a trusted series offers readers more than 500 categories, with tens of thousands of updated price listings and hundreds of photos of today's hottest items. Collectors will find this book an invaluable part of their library. Softcover • 8-1/4 x 10-7/8 • 640 pages • 600+ b&w photos • **WAC32 • $16.95**

Credit Card Calls Toll-free
800-258-0929 Dept. C38C
Monday-Friday, 7 a.m. - 8 p.m.
Saturday, 8 a.m. - 2 p.m., CST
Visit and order from our secure web site:
www.krause.com

SATISFACTION GUARANTEED
If for any reason you are not completely satisfied with your purchase, simply return it within 14 days and receive a full refund, less shipping.

We welcome dealer inquiries!
Call M - F 8 am - 5 pm CT
888-457-2873 ext. 880 for information and a FREE all-product catalog!

❑ ***I'M SOLD! Rush my order today!***
❑ Check or M. O. (to Krause Publications) Charge my: ❑ MasterCard ❑ VISA ❑ Discover/Novus ❑ AMEX

Qty	Title	Code	Price	Total
	Warman's Paper	WPAP	$18.95	
	Collecting Monsters of Film and TV	CTM	$22.95	
	Standard Price Guide to U.S. Scouting Collectibles	SCOUT	$24.95	
	1999 Comic Book Checklist & Price Guide	DO05	$16.95	
	Warman's Antiques & Collectibles Price Guide	WAC32	$16.95	
	Collecting Paper	PAPE	$22.95	

Shipping and Handling: Book Post - $3.25 1st book; $2 ea. add'l. Call for Overnight or UPS delivery rates. Foreign addresses $15 per shipment plus $5.95 per book.
Sales tax: WI res. add 5.5%, IL res. 6.5%.

Subtotal	
Shipping & Handling	
Tax	
Total	

Name
Address
City State Zip
Phone
Card No.
Expires: Mo. Yr:
Signature

Complete this form & return with payment to:
Krause Publications
Book Dept. C38C
700 E. State St., Iola, WI 54990-0001

Dateline: @!!?★
by FRED HEMBECK
NEW! E-MAIL ME AT fhembeck@aol.com

1956.
I CAN'T BELIEVE WHAT JUST HAPPENED TO ME--
diner

--A BOLT OF LIGHTNING CRASHES THROUGH MY OFFICE WINDOW, SHATTERING MY CABINET AND BATHING ME IN CHEMICALS; AND ALL OF A SUDDEN, MY FEET ARE FASTER THAN MY OLD COMIC BOOK FAVE, THE FLASH! CRAZY.

WITHOUT WARNING..
OOPS!
WHAT THE?..

THE FOOD! IT--IT SEEMS FROZEN IN MID-AIR! AS IF I COULD JUST REACH OUT AND CATCH IT BEFORE--

FORGET IT, BARRY.
Huh?
CRASH

IN FACT, IF I WERE YOU, I'D FORGET EVERYTHING THAT HAPPENED TO ME TONIGHT. AS A SCIENTIST, YOU'RE A CREDIT TO THE CENTRAL CITY POLICE DEPARTMENT-- WHY MAKE WAVES?
Oh, GEEZ..

DO I KNOW YOU, MISTER..?
HEMBECK. FRED HEMBECK. AND, NO, YOU DON'T KNOW ME, BUT I SURE KNOW ALL ABOUT YOU, MR. ALLEN.

I'M TERRIBLY SORRY SIR. I'LL SEE YOU GET ANOTHER ORDER RIGHT AWAY.
THAT'S ALL RIGHT. THESE THINGS HAPPEN.
Oh, AND WAITRESS? COULD YOU BRING ME AN ORANGE SNAPPLE?

huh? "SNAPPLE"?
Oh. RIGHT. heh. ANY ORANGE SODA WILL DO, THANKS.
..THIS ONE'S TROUBLE.

I KEEP FORGETTING--SNAPPLE HASN'T BEEN DEVELOPED YET. YOU'D BE SURPRISED HOW BEING FROM THE FUTURE CAN HAMPER YOU!
YOU THINK YOU'RE FROM THE FUTURE? PAL, I THINK YOU'RE A LITTLE NUTS.

MAYBE I AM, BUT I KNOW ALL ABOUT THE CHEMICAL SHOWER YOU JUST TOOK IN YOUR LAB, AND I KNOW ALL ABOUT HOW IT TURNED YOU INTO THE FASTEST MAN ALIVE-- AND DIG THIS: I KNOW ALL ABOUT THE SNAZZY RED JUMPSUIT WITH THE COOL YELLOW LIGHTNING BOLT THAT YOU'RE GONNA SLIP INTO ONCE YOU MAKE UP YOUR MIND TO FIGHT CRIME AS THE FLASH!
..YEAH, GUESS I AM A LITTLE NUTS.

THE FLASH? THAT'S LUDICROUS BECAUSE, a.) JAY GARRICK IS THE FLASH--AT LEAST, HE WAS, UNTIL HIS COMIC WAS DISCONTINUED A FEW YEARS BACK, BUT MORE IMPORTANTLY, b.) THE FLASH WAS A FICTIONAL CHARACTER, FER GOSH SAKES!?
Uh uh. YOU ONLY THINK SO.

Hmm. WELL, I SUPPOSE THAT'S ONE WAY OF LOOKING AT IT.
SO ANSWER ME THIS, SMART GUY-- HOW COME THEY'RE ON EARTH-TWO, AND WE'RE ON EARTH-ONE??

HEY, EVEN I CAN'T EXPLAIN EVERYTHING!!
HERE'S YOUR SODA, SIR.
THANKS.
AND YOUR FOOD WILL BE OUT SOON.
THAT'S ALL RIGHT, MISS. I'M NOT IN ANY HURRY.

Y'SEE, BAR, EARLY IN YOUR FLASH CAREER, YOU'LL ACCIDENTALLY USE YOUR SPEED TO TUNE INTO THE VIBRATIONAL FREQUENCY OF YOUR BOYHOOD IDOL'S HOME, AND SOON AFTER, YOU TWO WILL BE BATTLING INJUSTICE SIDE-BY-SIDE ON HIS WORLD AS WELL AS YOURS.
Huh? "HIS WORLD"?

Uh huh. A PARALLEL EARTH. ONE OF MANY. FACT IS, THE ENTIRE JUSTICE SOCIETY OF AMERICA RESIDES THERE. EARTH-TWO.
EARTH-TWO?! THEN-- WHERE'S EARTH-ONE??

YOU'RE SOAKING IN IT--er, YOU'RE SITTING ON IT. THING IS, YOU'RE MERELY THE FIRST IN A SERIES OF NEW INCARNATIONS OF JSA STALWARTS THAT'LL APPEAR HERE ON EARTH-ONE. GREEN LANTERN, THE ATOM, HAWKMAN-- THEY'RE ALL COMING.
LET ME SEE IF I UNDERSTAND THIS: GARRICK'S EARTH FEATURES THE ORIGINAL VERSIONS, WHILE MY EARTH HAS THE IMITATIONS?

Ha. THAT'S FUNNY COMING FROM THE FUTURE SCARLET SPEEDSTER.
LOOK, FRANK--
FRED,
WHATEVER. I'M NOT SAYING I BELIEVE YOU, THOUGH YOU DID KNOW ABOUT THAT... INCIDENT. IN MY LAB, SO I'LL HUMOR YOU, BUT REALLY--

--WHAT'S THE BIG DEAL? WHAT IF I DO BECOME A COSTUMED CRIMEFIGHTER? WHAT IF THERE ARE OTHERS LIKE ME--
THE JUSTICE LEAGUE.
slurp.

1.

Barry Allen and both versions of Chronos and, heck, even the waitress are ™ and © 1998 DC Comics. Dateline @!!?★ and Fred Hembeck are ™ and © 1998 Fred Hembeck. All rights reserved.

...THE... JUSTICE LEAGUE?..

oh YEAH! YOU, THE NEW LANTERN, SUPERMAN, BATMAN, AQUAMAN, WONDER WOMAN, J'ONN J'ONZZ--MAN oh MAN, JUST IMAGINE! WHAT A GROUP!

"JOHN JONES"? I FIGHT CRIME ALONGSIDE SUPERMAN --AND A GUY NAMED JOHN JONES??

YEAH. A GUY NAMED J'ONN J'ONZZ FROM THE PLANET MARS.

oh.

BUT I STILL DON'T GET IT--WHY ARE YOU TRYING TO WARN ME OFF THIS GREAT LIFE OF ADVENTURE? Geez, I MEAN, WHAT KIND OF AWFUL CRISIS COULD I POSSIBLY GET INTO??

HOO BOY--DID YOU EVER JUST SAY THE MAGIC WORD.

UNDERSTAND, MR. ALLEN, THAT ONCE YOU OPENED THE DOOR TO YOUR NEIGHBORING EARTH, TWAS ONLY A MATTER OF TIME TIL THE JLA AND JSA GOT TOGETHER-- AND FRIEND, T'WEREN'T JEST FER TEA, NEITHER.

PUT THOSE TWO GROUPS ANYWHERE NEAR ONE ANOTHER, AND SOME SORTA CRISIS WAS SURE TO FOLLOW.

IT WAS INEVITABLE. EVERY SUMMER, THE JLA CASEBOOK WOULD RECORD MASSIVE COLLECTIVE EXPLOITS WITH CODE-NAMES LIKE "CRISIS ON EARTH-ONE", "CRISIS ON EARTH-TWO", "CRISIS ON EARTH-THREE"--

"EARTH-THREE"?! THERE'S AN EARTH-THREE?!?

YOU BET. AND A NASTY PLACE IT WAS, TOO. THE ONLY SUPER-BEINGS ON THAT SORRY PLANET WERE HARDENED CRIMINALS -- WHO JUST HAPPENED, I MIGHT ADD, TO BE ANALOGS TO SOME OF THE JLA'S BIG GUNS: POWER RING, OWLMAN, ULTRAMAN, SUPERWOMAN, AND YOUR DOPPELGANGER, JOHNNY QUICK--NOT TO BE CONFUSED WITH THE EARTH-TWO GOOD GUY, OF COURSE.

OF COURSE. HOW COULD I POSSIBLY GET CONFUSED?

DON'T SWEAT IT, oh SWIFT ONE. GOOD OVERCAME EVIL IN THAT INSTANCE, AND EARTH-THREE WASN'T HEARD FROM AGAIN FOR QUITE SOME TIME.

TELL ME THIS-- WAS.. WAS THERE AN EARTH-FOUR?

WELL, TECHNICALLY, YES, BUT IT WAS PRETTY MUCH LABELED THAT AFTER THE FACT. Y'SEE, DC COMICS --OR NATIONAL, AS YOU KNOW THEM -- BOUGHT UP THE RIGHTS TO SCORES OF CHARACTERS FROM FAILING OR DEFUNCT RIVAL PUBLISHING COMPANIES, AND EARTH-FOUR WAS DESIGNATED THE HOME OF THE CHARLTON ACTION-HEROES, JUST IN TIME FOR THEM TO BE ABSORBED INTO YOUR WORLD DURING THE ULTIMATE CRISIS.

"THE ULTIMATE CRISIS"?..

OOPS--I'M GETTING AHEAD OF MYSELF. NO, THE JLA AND JSA NEVER DEALT WITH A CRISIS ON EARTH-FOUR, BUT MAN, THAT CRISIS ON EARTH-X SURE WAS A DOOZY!

"X"? WHAT? DID YOU RUN OUT OF NUMBERS FOR THESE EARTHS?

IT'S A CODE THING. WHY, THERE WAS EVEN A CRISIS ON EARTH-A, BUT THAT'S BEST FORGOTTEN. ACTUALLY, IT WAS FORGOTTEN! JOHNNY THUNDER'S THUNDERBOLT MAGICALLY CREATED A TOPSY-TURVY ALTERNATE EARTH --HENCE, EARTH-A--BUT AFTER THE ASSEMBLED JUSTICERS TIDIED UP HIS FOLLY, THE CHAGRINED T-BOLT WAS SO EMBARRASSED THAT HE WIPED CLEAN THE MEMORY OF THE EPISODE FROM EVERYONE'S MIND.

EXCEPT, IT SEEMS, YOU?

ME, AND EVERYONE ELSE ON EARTH-PRIME-- AND BEFORE YOU ASK, THAT'S WHERE WE TALENTED ARTISTS AND WRITERS WHO TRANSCRIBE YOUR HEROIC DEEDS FOR AN EAGER PUBLIC CALL HOME.

Huh? YOU MEAN YOU DRAW ME IN ACTION FOR NATIONAL COMICS?

WELL, uh, NO, CAN'T SAY THAT I DO -- BUT I DID ILLUSTRATE A ZOOT SPUTNIK SERIES FOR THEM ONCE!

... ANYHOO, ABOUT EARTH-X: I KNOW YOU'RE A LONGSTANDING COMICS ENTHUSIAST, SO YOU'LL APPRECIATE THIS! REMEMBER THE GREAT OLD QUALITY COMICS GROUP? DOLL MAN? THE RAY? THE BLACK CONDOR? THE PHANTOM LADY?

WHO COULD FORGET THE PHANTOM LADY?..

WELL, ADD THE HUMAN BOMB AND UNCLE SAM TO THE MIX, AND YOU'VE GOT THE FREEDOM FIGHTERS. WHY WERE THEY FIGHTING FOR THEIR FREEDOM, YOU WONDER? BECAUSE, BARRY, THINGS DIDN'T WORK OUT QUITE AS WELL ON EARTH-X AS THEY DID HERE -- WHAT IS IT NOW? A DECADE AGO? -- SINCE THERE THE NAZIS WON WORLD WAR TWO.

NO!?!

DON'T GET YOUR BRIEFS IN A BUNCH, BAR--EVEN NAZIS COULDN'T STAND UP TO THE COMBINED ALLIANCE OF THE JLA, JSA, AND THE FF. EARTH-X WAS QUICKLY LIBERATED, AND THE FREEDOM FIGHTERS SOON RELOCATED TO EARTH-TWO. YUP, YOU GUYS COULD HANDLE JUST ABOUT ANYTHING, INCLUDING THAT LITTLE DUST-UP AT THE ROCK OF ETERNITY ON EARTH-S.

sigh.

PLEASE-- DON'T MAKE ME GUESS JUST TELL ME.

HELLOZ "S" FOR SHAZAM. DO I HAFTA REMIND AN OLD COMICS GEEK LIKE YOURSELF IT'S THE CODE WORD THAT TURNS BILLY BATSON INTO CAPTAIN MARVEL? NOT TO MENTION MARY AND JUNIOR MARVEL? FIGHTING ALONGSIDE THEM AND LESSER FAWCETT COMICS CHARACTERS LIKE IBIS AND SPY SMASHER MADE FOR A ROUSING CRISIS CASE.

BUT I DON'T GET IT--IF IT WAS THE HOMEWORLD OF THE MARVEL FAMILY, WHY EARTH-S? WHY NOT EARTH-M?

THE REASON, MY FELLOW FOUR-COLOR FANCIER, WILL BECOME PAINFULLY OBVIOUS TO YOU AND YOUR FELLOW DC BRETHREN IN JUST A FEW SHORT YEARS, BUT REALLY HAS NOTHING TO DO WITH YOUR SITUATION HERE TODAY.

HERE'S YOUR FOO--

oops

Geez, WHAT ARE YOU WAITING FOR, BARRY? THIS OUTFIT'S JUST BORROWED!

1998. THE APARTMENT OF WALKER GABRIEL, THE NEW CHRONOS...

I--I DON'T KNOW WHAT HAPPENED, SIR?! I--

EVERYTHING'S ALL RIGHT NOW, MISS. NOTHING TO WORRY ABOUT! (EXCEPT PERHAPS YOUR TIP...)

LET ME POINT OUT THAT YOU FOLKS DIDN'T ALWAYS HAVE TO JOURNEY TO PARALLEL EARTHS TO DIG UP TROUBLE, OF COURSE...

WHERE DID I PUT THAT G2A!ING TIME-TRAVEL SUIT?...

FOR INSTANCE, THERE WAS THAT ENCOUNTER THE LEAGUE AND SOCIETY HAD WITH THOSE OTHER EARTH-TWO NATIVES, THE SEVEN SOLDIERS OF VICTORY.

WHAAAAT? THOSE SECOND-STRINGERS FROM "LEADING COMICS"? Hmpf. HARD TO BELIEVE.

tsk, tsk-- DON'T BE SNOBBISH, BARRY--IT DOESN'T BECOME YOU. ESPECIALLY SINCE THE SEVEN SOLDIERS TRAGICALLY LOST ONE OF THEIR OWN DURING THAT MISSION. SURE, IT WAS THE UNOFFICIAL EIGHTH MEMBER OF THE GROUP--WHO ALSO HAPPENED TO REPRESENT AN OUTDATED ASIAN STEREOTYPE-- THE CRIMSON AVENGER'S SIDEKICK, WING, SO THEY WERE NOT ONLY ABLE TO MAINTAIN THEIR NAME, BUT BECOME P.C. IN THE PROCESS. STILL, IT WAS KINDA SAD ANYWAY.

"P.C."? IS THAT ANOTHER EARTH?

2.

IN SOME FOLKS MINDS, I GUESS IT IS, BUT IN THE COMICS, NO.

HOWEVER, THERE ARE A COUPLE OF VERY SPECIAL PLANETS THAT EXIST SEPARATELY FROM, BUT ALONGSIDE TO, YOUR EARTH -- NEW GENESIS AND APOKOLIPS.

YIKES, WHAT A CRISIS! THE JLA, THE JSA, THE NEW GODS -- ORION, BIG BARDA, MR. MIRACLE, HIGH-FATHER -- SQUARING OFF AGAINST THE PURE EVIL OF DARKSEID, DESAAD, AND GRANNY GOODNESS!! Whew! INTENSE!!

"DARKSIDE"? "MR. MIRACLE"? "DESAAD"? "GRANNY GOODNESS"?

WHAT KIND OF NAMES ARE THOSE?

KIRBY NAMES! BUT KIRBY SAYS, "DON'T QUESTION IT, JUST BUY IT!"

huh?

SORRY. Heh. JUST LAPSED INTO A LITTLE KINGSPEAK. WON'T HAPPEN AGAIN.

WHILE THERE WAS NEVER A CRISIS IN THE ERA OF KAMANDI, THE LAST BOY ON EARTH YOU HAVE HAD YOUR SHARE OF TIME TRAVELING TRAYAILS.

I THINK I'M HAVING ONE NOW.

Ha ha. CUTE.

MORDRU THE MAGICIAN PLUCKED MEMBERS OF YOUR TWO ORGANIZATIONS TO BE PUPPETS IN HIS VENDETTA AGAINST THE 30th CENTURY'S FABLED DEFENDERS, THE LEGION OF SUPER-HEROES!

"THE... LEGION OF SUPER-HEROES?!"

NO LIE! THAT CONGREGATION BOASTS MORE MEMBERS THAN THE ENTIRE LEAGUE AND SOCIETY ROSTERS COMBINED -- AND THEY'RE ALL YOUNGER AND BETTER LOOKING THAN LEONARDO DICAPRIO AND KATE WINSLET.

WHO?

JAMES DEAN AND NATALIE WOOD.

Oh.

YOU GET MY DRIFT. AND LONG AFTER SUCCESSFULLY WRAPPING UP THE CRISIS IN THE 30th CENTURY, YOU WERE FACED WITH THE CRISIS FROM YESTERDAY. A NUT CALLED THE LORD OF TIME RECRUITED DISORIENTED HEROES FROM DC'S PAST TO OPPOSE YOU GUYS!

Oh, YOU MEAN LIKE TOMAHAWK, THE TRIGGER TWINS, POW-WOW SMITH AND THE BLACK PIRATE?

WELL, MORE LIKE MISS LIBERTY, JONAH HEX, ENEMY ACE, AND THE VIKING PRINCE -- CHARACTERS FROM THE PAST THAT ARE STILL IN THE FUTURE. Oh, AND THE BLACK PIRATE. IT ALL WORKED OUT.

PROBABLY THE LAST GREAT EPIC ADVENTURE THE TWO GROUPS SHARED BEFORE... WELL, BEFORE THE LAST CRISIS, FEATURED TIME-HOPPING BACK TO THE DAYS OF THE JSA'S WORLD WAR TWO COMBAT BATTALION, THE ALL-STAR SQUADRON.

...YOU GONNA EAT THAT PICKLE?

HELP YOURSELF.

I'M CONFUSED -- AGAIN -- I HAVE A COMPLETE COLLECTION OF "ALL-STAR COMICS;" THE JSA'S FORTIES HOME, AND I DON'T RECALL A SINGLE MENTION OF A "WHAT? "ALL-STAR SQUADRON"?...

Mm. TART.

Nah, YOU DIDN'T MISS AN ISSUE. THEIR ACTIVITIES WERE CLASSIFIED. EITHER THAT, OR THEY MADE IT UP AFTER THE FACT. TAKE YOUR PICK.

YOU'RE TELLING ME SOUNDS, WELL, BIG AND BLOATED. WEREN'T THERE ANY, Y'KNOW, SMALLER, PERSONAL STORIES? CHARACTER STUFF?

EVERYTHING

Oh, SURE. LIKE, WHEN THE SANDMAN BELATEDLY REVEALED THAT HE'D ACCIDENTALLY TURNED HIS KID SIDEKICK, SANDY, INTO A GARGANTUAN SAND MONSTER DECADES EARLIER AND HAD BEEN HIDING HIM IN SHAME EVER SINCE!

MY GOSH!

AND YOU WANT HEARTRENDING TRAGEDY? HOWABOUT WHEN LARRY LANCE, THE BLACK CANARY'S HUBBY, SACRIFICED HIS LIFE SO THAT YOU ALL COULD LIVE? WHY, THE CANARY WAS SO SHOOK UP THAT SHE CHANGED EARTHS AND JOINED YOUR TEAM.

Mm. I CAN'T SAY THAT WAS A TRAGEDY.

ANOTHER GROUP ENCOUNTER CULMINATED WITH THE RED TORNADO SIGNING UP WITH YOUR LEAGUE!

you -- YOU MEAN I'M A MEMBER OF A TEAM THAT INCLUDES A MIDDLE-AGED WOMAN WHO RUNS AROUND WITH A SOUP POT ON HER HEAD??

Ha ha -- NO, BARRY, NOT AT ALL. SAME NAME, DIFFERENT CHARACTER. BETTER CHARACTER.

Hen -- AND THEY CALL HIM THE FASTEST MAN ALIVE?...

THAT'S NOT SAYING MUCH. HECK, MR. TERRIFIC IS A BETTER CHARACTER THAN MA HUNKLE.

WAS.

huh?

I'M AFRAID THINGS AREN'T SO TERRIFIC FOR TERRY SLOANE THESE DAYS. HE HAD THE DUBIOUS DISTINCTION OF HEADLINING THE ONE AND ONLY JLA-JSA MURDER MYSTERY.

MR. TERRIFIC -- MURDERED??

yup. AND -- YOU'RE NOT EATING, ARE YOU? GOOD. THEN I CAN SAFELY TELL YOU -- THE CULPRIT WAS YOUR OL' BUDDY, JAY GARRICK!

THE FLASH -- A MURDERER?!

NOT ACTUALLY, SO TRY AND STAY CALM. JAY WASN'T REALLY RESPONSIBLE BECAUSE HE WAS POSSESSED BY AN EVIL BEING AT THE TIME OF THE CRIME (THOUGH WE NEVER DID SEE HOW THAT DEFENSE HELD UP IN A COURT OF LAW). KINDA REMINDS ME OF THE SLUGFEST YOU GUYS WAGED AGAINST A POSSESSED CARY BATES.

"CARY BATES"? WHO'S CARY BATES?

ONE OF THOSE WRITER-FELLAS FROM EARTH-PRIME I WAS TELLING YOU ABOUT, ELLIOT MAGGIN, ANOTHER EARTH-P WORDSMITH, HELPED YOU KNOCK SOME SENSE BACK INTO HIS ERSTWHILE PARTNER'S NOGGIN!

EARTH-PRIME -- EARTH-X -- EARTHS -- EARTH 1 UP THROUGH INFINITY -- MY HEAD'S SPINNING! THIS IS ALL GETTING EXTREMELY CONFUSING!?

THERE'S NOTHING LIKE RAMPAGING COMICS' PROS!...

YEAH, AFTER A WHILE, I GUESS IT DID. THAT'S PROBABLY WHY, IN 1985, THE DC COMICS BRAIN-TRUST ELECTED TO LAUNCH A 12 ISSUE SERIES THAT WOULD BE BOTH THE MOST STAR-STUDDED AND MOST CATACLYSMIC SAGA IN THE COMPANY'S ENTIRE HISTORY. REMEMBER THAT ULTIMATE CRISIS I ALLUDED TO EARLIER? THIS WAS IT: THE CRISIS ON INFINITE EARTHS!

WELL, THAT CERTAINLY COVERS A LOT OF GROUND.

THE REAL PURPOSE OF IT ALL WAS TO CONSOLIDATE THE GOOD CHARACTERS FROM THE VARIOUS PARALLEL PLANETS ONTO ONE EARTH -- YOURS -- AND THAT WAS ACCOMPLISHED BY TURNING LOOSE A COSMIC-POWERED MANIAC BENT ON WIPING OUT ALL REALITY.

SOUNDS DIRE.

YOU DON'T KNOW THE HALF OF IT! WHOLE EARTHS VANISHED. EARTH-3? PFFT -- GONE, JUST LIKE THAT. YEAH, THE GOOD GUYS TRIUMPHED IN THE END -- HEY, WAS THERE REALLY ANY DOUBT? -- BUT TAKING DOWN THIS ANTI-MONITOR CREEP WASN'T WITHOUT SOME HEAVY CASUALTIES

Mm hmm. MORE THIRD AND FOURTH BANANAS LIKE WING, LARRY LANCE, AND MR. TERRIFIC, NO DOUBT.

3.

SOME, SURE, BUT WE ALSO LOST A FEW *HEADLINERS* AS WELL. LIKE SUPERGIRL, AND...
um
..YOU, BARRY.
WAITRESS -- CAN WE GET SOME MORE *NAPKINS* OVER HERE PLEASE?
you -- you MEAN I'M... gulp.. *DEAD*?
WELL, NOT *YET*, OBVIOUSLY, BUT PUT ON THAT RED SUIT AND I MAKE YOU *NO* GUARANTEES. HEY, IF IT'S ANY CONSOLATION, YOU *DID* SAVE THE ENTIRE UNIVERSE IN THE PROCESS, AND IF YA GOTTA GO, THAT *AIN'T* A BAD WAY TO LEAVE THE BUILDING!
(THANKS).
SO -- SO, THAT'S *IT*? NO MORE FLASH AFTER THAT?
THOUGH HE'S GETTING UP THERE IN YEARS, AND IS *MOSTLY* RETIRED, IRONICALLY, GARRICK *OUTLIVED* YOU. BUT WORRY NOT, BECAUSE THE FLASH NAME IS BEING DONE *PROUD* BY YOUR ONE-TIME PROTEGE, THE *FORMER* KID FLASH, WALLY WEST!
DID YOU SAY "WEST"? LIKE *IRIS* WEST, MY GIRLFRIEND?
OH, YEAH -- I *FORGOT*. YOU *HAVEN'T* MET HER NEPHEW YET. YOU WILL. *NICE* KID, THOUGH HE *DOES* GET A BIT *SNOTTY* DURING THE TEEN YEARS. DON'T THEY *ALL*? AND FOR THE RECORD, THAT'S IRIS *ALLEN*, NOT WEST. YOU *MARRIED* HER. HEH -- THE *THINGS* I COULD TELL YOU!!
WHAT? *WHAT*?! DON'T YOU START HOLDING BACK *NOW*, OR SO HELP ME --
OKAY, *OKAY*! I'*LL* SEE -- FOR *STARTERS*, YOUR SWEETIE IS FROM THE 30th CENTURY, BUT EVEN *SHE* DOESN'T REALIZE THAT YET. AND *THEN* THERE WAS THE *TRAUMA* YOU ALL SUFFERED WHEN SHE *DIED* AT THE HANDS OF YOUR ARCH-ENEMY, PROFESSOR ZOOM, THE REVERSE-FLASH, HE OF THE... *WHICH* CENTURY IS IT? 64th, I THINK .. OR WAS *THAT* ABRA KADABRA? NO MATTER. YOU PUT ZOOM'S LIGHTS *OUT* -- OR SO IT SEEMED. WHAT A TRIAL *THAT* WAS!
IRIS -- DEAD?
IT'S *OKAY*. THEY'VE GOT A SAYING IN THE COMICS THESE DAYS -- "SHE GOT *BETTER*". HER LIFE ESSENCE WAS *TRANSFERRED* TO A CLONED BODY IN HER NATIVE ERA, AND, IN FACT, YOU TWO WERE *REUNITED* THERE FOR A FEW *IDYLLIC* MONTHS BEFORE YOU MADE THE ULTIMATE SACRIFICE. AFTERWARDS, IRIS *RETURNED* TO THE 20th CENTURY, AND YOU KNOW *WHAT* SHE *DID*, BARZ.
WH-*WHAT*?
WROTE A BOOK! A BESTSELLER ENTITLED "THE LIFE STORY OF THE FLASH" AN INTIMATE AND EXPERT CHRONICLING OF YOUR CAREER. THERE *ARE* SOME *SURPRISES* FOR EVERYONE, EVEN *YOU* -- ARE YOU AWARE YOU HAVE A *TWIN* OUT THERE YOUR FOLKS *NEVER* TOLD YOU ABOUT? IRIS ALLUDES TO SOME *SINISTER* REASON IN THE TOME'S OPENING PASSAGES, BUT REGRETFULLY *NEVER* PROVIDES A PAYOFF TO THIS CRYPTIC INFO. IT'S THE BOOK'S *SOLE* FAILING.
--WHY?..
WHY ARE YOU TELLING ME ALL THIS? *WHY* TRAVEL ACROSS TIME TO *TORTURE* ME WITH MY FUTURE *TRIALS, TRIBULATIONS* AND *TRAGEDIES*??
FOR YOUR *OWN* GOOD, BARRY. NOW YOU'LL BE ABLE TO CHOOSE YOUR *OWN* FATE AND LIVE A *LONG, HAPPY* LIFE!
BALDERDASH!
"BALDER-DASH"?..
HE HAS *NO* INTEREST IN YOUR FUTURE, BARRY ALLEN, ONLY HIS *OWN*!
YOU?!

YES, *ME*, THE *REAL* FRED HEMBECK, HUMBLE COMICS FAN. *THIS* SORRY SPECIMAN IS THE *ANTI-FRED*, DOUBLE-AGENT OF THE ANTI-MONITOR!
BUT, *WHY*? *WHY* DID HE DO IT?
Bah! I'*LL* TELL YOU *WHY*! I FIGURED IF I ENDED *YOUR* CAREER BEFORE IT HAD A CHANCE TO *START*, THEN MAYBE THE *WHOLE* RE-EMERGENCE OF THE SUPER-HERO AND THE ENTIRE SO-CALLED SILVER AGE OF COMICS WOULD COME TO A SCREECHING *HALT*!
THEN MAYBE DC WOULD *CONTINUE* PUBLISHING TITLES LIKE "LEAVE IT TO BINKY" "HERE'S HOWIE" AND "PETER PORK-CHOPS" INSTEAD, GIVING BIG-FOOT CARTOONISTS LIKE *ME* A BETTER SHOT AT SECURING SOME *REGULAR* ASSIGNMENTS!
WHAT ABOUT "THE ADVENTURES OF DEAN MARTIN AND JERRY LEWIS"?
NO ONE.. snif.. WANTS TO SEE ZOOT SPUTNIK ANYMORE.
YOU *SICKEN* ME.
DISREGARD *ALL* YOU HAVE HEARD HERE TODAY, BARRY ALLEN. LET YOUR *HEART* BE YOUR GUIDE, FOR THE DC UNIVERSE *NEEDS* YOU. FAREWELL.
sob. I COULD'VE STOPPED DIALOG LIKE *THAT*, TOO!
..AND I DON'T CARE *WHAT* THE BEYONDER TOLD YOU, I *WON'T* HAVE YOU TAMPERING WITH THE MARVEL UNIVERSE.
..BOY, THEY SURE DO DRESS *FUNNY* IN THE FUTURE...

1998
DAVID CLINTON 1972 - 1998 CHRONOS I "TIME WISE, FASHION FOOLISH"
CAN I GET YOU ANYTHING *ELSE*, SIR?
A DOUBLE SCOTCH?
NO?
I *DIDN'T* THINK SO. JUST THE CHECK.
BARRY -- THERE YOU ARE!
oh.
IRIS.
HI.
WHY ARE YOU LOOKING AT ME SO *ODDLY*, BARRY?
Oh, ah, *NO* REASON. COME ON -- LET'S GET OUT OF HERE.
IRIS *SEEMS* TO DRESS FAIRLY NORMAL. MAYBE THAT KOOK WAS *WRONG* ABOUT HER...
KEEP TELLING YOURSELF THAT, BARRY..
--IT'S PROBABLY *BETTER* THAT WAY.
WHAT A *LOUSY* TIP!! THAT GUY'LL BE OF *NO* USE TO *ANY*-*ONE*, MARK MY WORD...
CRISIS *RESOLVED*!!

Mr. Mind was among the villains sent to Earth-X by Brainiac.

CRISIS
(From Page 42)

impenetrable barrier between the Earths, the villains issued their demands to the assembled United Nations on Earth-1, a meeting which included representatives from all five Earths. While this was going on, an aura traveled back through time: the Anti-Monitor on his trip to the dawn of time.

After hearing the villains' demands and attempting to crack the barrier through brute force, the heroes asked Wally West to redon his Kid Flash costume and help Golden Age Flash Jay Garrick reconstruct The Flash's cosmic treadmill to breach the barrier and free the other worlds. During the battle, **Aquagirl** was killed by a chemical bath generated by Chemo, and the Golden Age Hawkman was badly injured by Dr. Phosphorus. As the issue ended, Brainiac was the victim of an attack by Psimon, who had remained behind on the spaceship when the other villains had transported to the respective Earths.

Let's do the timewarp again

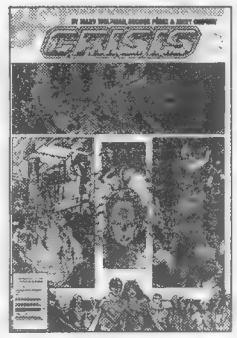
'Crisis' #10. Brainiac avenged his "death" at Psimon's hand by killing the villain, in turn, after he had animated a reconstructed body built out of the living metal of his ship. So many events had been happening "offstage" during *Crisis* that Wolfman set aside the bottom portion of each page of the issue to run "The Monitor Tapes," a summary by Lyla of other events happening on other planets and in other times. As the issue continued, Negative Woman destroyed **Chemo**, Kole turned Black Adam into crystal, and Green Arrow destroyed one of the versions of The Shaggy Man (although later continuity said that, though destroyed, he didn't die) before The Spectre intervened and filled everyone in on The Anti-Monitor's plan to change history at the dawn of time.

Heroes and villains set aside their differences to band together and stop this latest threat, with the heroes going to the dawn of time and the villains going to Oa to stop Krona from completing his experiment. The Superboy of Earth-Prime (introduced in *DC Comics Presents* #87) joined the heroes just before they embarked on their trip and informed them that he was Earth-Prime's last survivor, a belief that must have been his own, since we're all still here.

The villains' mission was stymied by the Oans themselves, while Krona destroyed **Mirror Master**, **The Icicle**, and **Maaldor**.

As the heroes attempted to stop The Anti-Monitor, he absorbed their life energies. He was on the verge of winning by being the hand that Krona would observe at the dawn of time, when The Spectre, drawing on the power of all mystical beings, engaged in a cosmic arm-wrestling match with the villain. As the issue ended, Krona opened his observation window on Oa, and The Anti-Monitor and The Spectre struggled to be the hand that Krona would observe. The universe exploded, and the issue ended on another cliffhanger.

A new Earth dawns

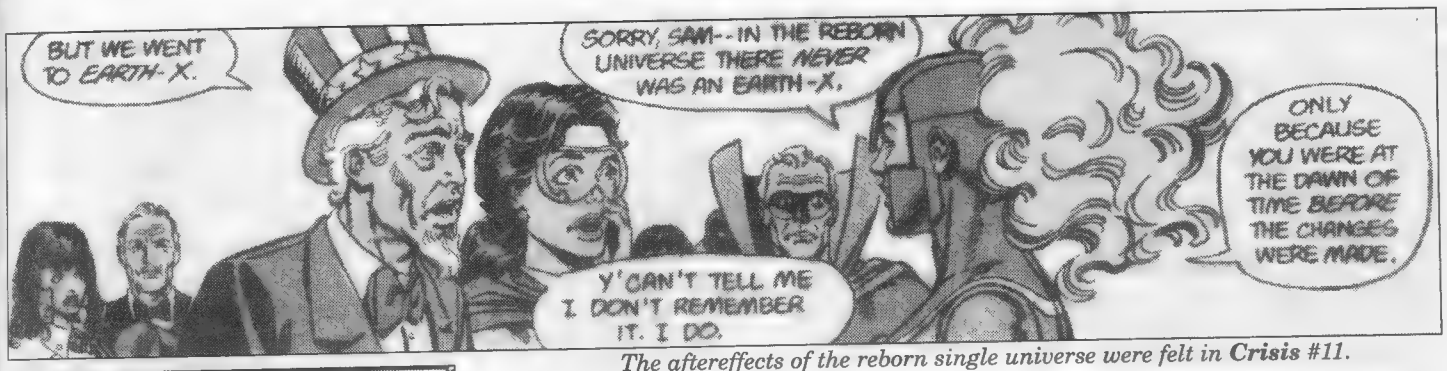


'Crisis' #11. In an homage to *Crisis* #1, #11 opened with a near-repeat of the first issue's first page in which the multiverse was born. This time, only one universe was born and, as Wolfman wrote, "what had been many, became one."

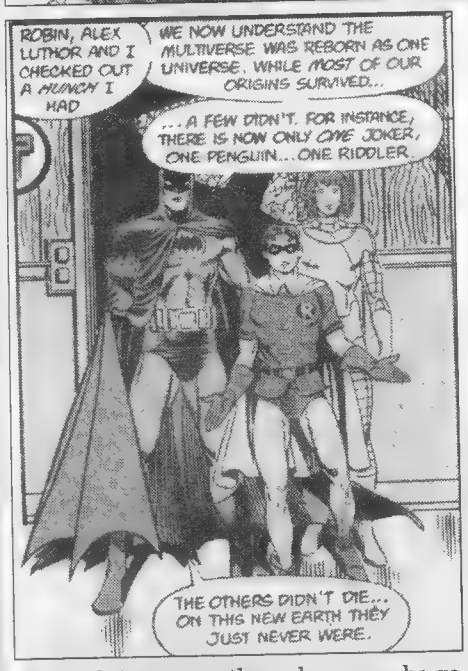
A graying-at-the-temples Clark Kent awoke in his apartment and headed for work at what he thought was *The Daily Star*, where he was the editor, only to discover that he had seated himself at Editor Perry White's desk at *The Daily Planet*. A younger Clark appeared to fix the mix-up and offered to fly with his older double to New York, where the Earths had been merged, in order to send him to Earth-2.

The duo quickly discovered that there was no common area between the two Earths, and, after a visit to the combined Keystone and Central City (respective homes of the Golden Age and Silver Age Flash), they discovered that no one remembered the older Superman, either. A quick run on the cosmic treadmill with Jay Garrick and Kid Flash established that there was only one Earth and that the heroes who had gone back to the

Even though he believed it destroyed, Superboy of Earth-Prime still had his readers, since we were still all here.



The aftereffects of the reborn single universe were felt in ***Crisis*** *#11.*



dawn of time were the only ones who remembered the multiple Earths.

Anyone left behind (including the villains sent on the mission to Oa), if they survived, had forgotten that the Earths had been within a heartbeat of being wiped out forever by The Anti-Monitor. While the heroes were attempting to come to grips with this, a small group of adventurers (Rip Hunter, The Atomic Knight, Animal Man, Captain Comet, Adam Strange, and Dolphin) discovered Brainiac's lifeless ship floating in space.

Other heroes who were no longer remembered by anyone on the new Earth included The Huntress and Robin of Earth-2, who discovered that, not only didn't they "exist," but that the gravesite of their Batman had ceased to be. Harbinger, who had regained her powers in the reformation, provided an explanation of the events of the new universe.

Meanwhile, Deadman and The Phantom Stranger stood watch over The Spectre, who had been rendered comatose by the events of *Crisis* #10. In Las Vegas, a group of detectives, including Harvey Bullock, Jonny Thunder, Angel O'Day, Christopher Chance, and Jonny Double, discovered the remains of **The Angle Man** in hotel room. As the issue approached its conclusion, a fresh group of shadow demons attacked, and the skies grew red again. Amethyst, princess of Gemworld, was stricken blind, and Dr. Fate took her back to her other-dimensional world. At the end of the issue, the remaining Earth was transported into the anti-matter, universe where The Anti-Monitor promised its doom.

The end

• 'Crisis' #12. As the maxi-series' final issue opened, the group of space adventurers beseeched a revived Brainiac to help them save Earth. He took them to Apokolips, where they asked Darkseid for help.

Meanwhile, The Anti-Monitor revealed his frustration with the remaining Earth and its defenders. The Flash's fate was first learned in this speech, and then blackness covered the Earth, a blackness created by all the assembled shadow demons, who then attacked. The battle continued for several pages with quick cuts to battles around the globe and cameos by members of The Global Guardians as well as the last appearance of The Lieutenants Marvel to date. During this battle, a number of defenders, including **Dove**, **Prince Ra-Man**, **Sunburst**, the **Golden Age Green Arrow**, **Lori Lemaris**, the **Golden Age Robin**, **Huntress**, **Kole**, and **The Bug-Eyed Bandit** were killed, with scores more wounded.

While the mystic-powered beings worked together to stop the shadow demons once and for all by binding them in a mystical shell, another task force of heroes was assembled to take the battle to The Anti-Monitor. As they were being transported to the moon of Qward, Kid Flash joined the group and discovered The Flash's empty costume in the ruins. After battling and apparently defeating The Anti-Monitor, the heroes returned the Earth to the positive-matter universe through a dimensional rift created by Alexander Luthor.

But The Anti-Monitor wasn't done yet. He absorbed the collected shadow demons and came after the heroes as they were fleeing through Luthor's rift, blasting Psycho Pirate, Firestorm, and Kid Flash on the surface of Qward and then attacked Wonder Woman of Earth-1 as she reached the edge of the rift. As the rift was closing, Firestorm took the Pirate and Kid Flash back to the positive-matter universe. The Golden Age Superman sent the unconscious Superman of Earth-1 and Lady Quark back with the Superboy of Earth-Prime.

As he faced the old hero, The Anti-Monitor suddenly found his power waning, as the shadow demons he'd absorbed, who'd been altered by the sorcerers, destroyed him from the inside. Superboy looked back, as the old Superman kept up his attack. The lad realized that the hero couldn't defeat The Anti-Monitor alone, so he hurled Superman of Earth-1 and Lady Quark through the rift and joined his new ally.

As the two Kryptonians battled The Anti-Monitor, with Alex Luthor looking on, Luthor felt a surge of power flowing through him. It was Darkseid using the youth as a conduit to peer into the anti-matter universe and observe the action. Finally, Darkseid unleashed a burst of energy through Luthor to drive **The Anti-Monitor** into the heart of a star, where, instead of being destroyed, he was turned into a fireball that Superman had to dispatch with one final all-out blow, causing the sun to implode, sending out waves of destructive force that even the two heroes couldn't outrun.

Alexander Luthor opened a new rift to an "other place" from which Lois Lane Kent of Earth-2 emerged, having been safely kept there, while the universe reformed at the dawn of time. Superman, Superboy, Lois, and Alexander went to that dimension where they still are today.

Harbinger filled in details of what had happened to both Wonder Women. (The Earth-1 heroine reverted back to the clay from which she had been formed, while the Earth-2 heroine and her husband, Steve Trevor, were taken to Mt. Olympus by the gods, where they would live out their days.) She told of Kid Flash's recovery from a disease that had been killing him every time he used his super-speed and of his resolution to honor the memory of his fallen mentor as the new Flash. She described the fate of Kamandi in the reformed universe. (Kamandi would become Tommy Tomorrow after being discovered in Command D by General Horatio Tomorrow.) Harbinger was joined by Pariah and Lady Quark, who invited her to investigate their new world together.

The final page revealed that The Psycho Pirate was the only participant in the events of *Crisis* who would continue to remember the multiple Earths long after the other participants had pushed them from their memories.

Earth-2's Superman was reunited with the love of his life in ***Crisis*** *#12.*

New beginnings bring new crises

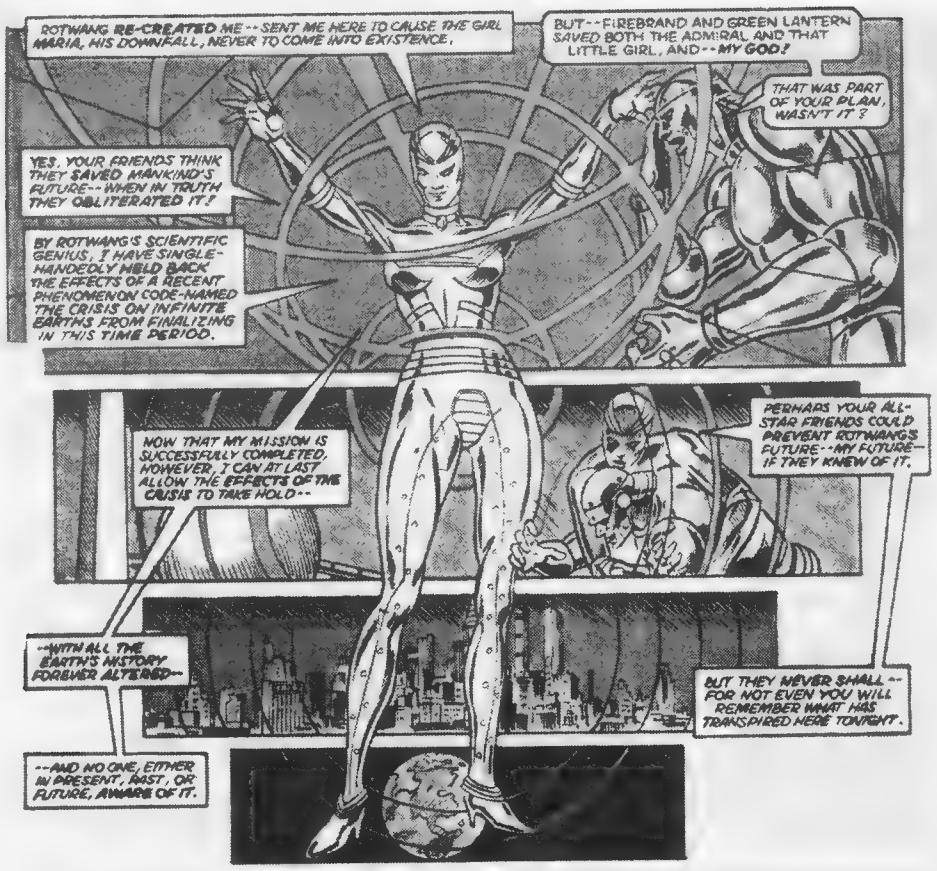
Crisis not only did away with the multiple Earths, it laid the groundwork for the revamping of several DC heroes, most notably Superman and Wonder Woman, as well as the introduction of new characters and new versions of characters. However, the new setting also led to some problems.

W could be done with The Justice Society of America and The All-Star Squadron — with the removal of the Golden Age Superman, Batman, Robin, Wonder Woman, Aquaman, and Green Arrow? This not only affected the origins and line-ups of those teams, but also the origins of Infinity, Inc. It had been a group of younger heroes, offspring and protegés of members of The Justice Society, most notably Fury, whose mother had been the Golden Age Wonder Woman.

That problem was quickly solved by Brainwave Jr., who removed Fury's memories of her mother and past until a new origin was created for the heroine in which her mother was the Golden Age Fury (a character that hadn't existed before *Crisis*).

The Justice Society of America was sent to fight Ragnarok for eternity in *The Last Days of the Justice Society Special*, a 1986 one-shot that appeared shortly after *Crisis*. Only Dr. Fate, The Star-Spangled Kid, and Power Girl returned from that mission, leaving their fellow heroes behind, presumably forever.

Roy Thomas, who was writing *All-Star Squadron* and *Infinity, Inc.* at the time, told ***CBG*** that he'd been approached when *Crisis* was still in the planning stages and was told that his wishes would be adhered to with regard to the Golden Age Superman, Batman, and Wonder Woman, otherwise known as The Big



Why doesn't anyone except The Psycho Pirate remember ***Crisis****? Perhaps these panels from* ***All-Star Squadron*** *#60, featuring Mekanique and Robotman, can explain.*

Three.

"My only criterion was to be able to use The Big Three post-*Crisis*," he said. "I wouldn't have used them any more than I already was in *All-Star Squadron* but I wanted to have them available."

During the latter stages of *Crisis*, Thomas was told that The Big Three would *not* be available to him and he said he could have worked with that. "There was no reason not to do *All-Star Squadron*, even without The Big Three," he said.

He learned of the loss of the use of those characters while on vacation in the United Kingdom. But then, after making plans for future issues, Thomas was informed that he *also* couldn't use the Golden Age Aquaman, whom he had just introduced in *All-Star Squadron*, and that he wasn't to feature the Golden Age Flash or Green Lantern on the cover of *Infinity, Inc.*

These additional restrictions led to Thomas' concurrence with Managing Editor Dick Giordano's decision to stop that series of *All-Star Squadron* and resume with a new series in which he could introduce characters to take the place of those he was no longer able to use. As the first issues of *Young All-Stars* were hitting the stands, Thomas said he learned that he would be unable to use the Golden Age Green Arrow, so that character's attributes were transferred to The Huntress, who was destined to become an enemy of Wildcat.

"It was a lot of fun to make up new versions of the characters," Thomas said. "It would have been neat to keep them around for the Big Three to meet."

Thomas' theory for the creation of Iron Munro, Fury, and Flying Fox (the "replacements" for Superman, Wonder Woman, and Batman, respectively) was that the "heroic energy" that led to the creation of The Big Three was still in existence and it needed to find a new outlet. "It came about naturally," he said. "I was able to link *Young All-Stars* with *All-Star Squadron* and resume right from where we had left off." He added that he would love to bring the characters back and would also like to work on a Justice Society series, "but not one set in the modern-day world, unless they were young guys again in the modern-day world."

History is rewritten

As mentioned earlier, although the plan for *Crisis* was to have the story run 10 issues, with a two-issue *History of the DC Universe* rounding out the 12 issues, the two issues eventually became a stand-alone set published late in the summer of 1986.

New continuity problems began to crop up almost as soon as *Crisis* was done, when John Byrne overhauled the legend of Superman in the six-issue biweekly mini-series *Man of Steel* during the summer of 1986. Superman's new origin story did not involve adventures as Superboy and left fans of The Legion of Super-Heroes wondering where that 30th century team would draw its inspiration from.

The answer came the next year in a four-part story that crossed over from *Legion of Super-Heroes* #37 and #38 to *Action Comics* #591 and *Superman* #8. The Time Trapper had created a pocket universe out of a second of time in which he had created his own version of Earth with a Superboy, Krypto, and all the other elements of the classic Superman mythos. He then protected that universe from The Anti-Monitor, avoiding the events of *Crisis*.

The Legion discovered that all the time they thought they had been traveling back to the main DC universe, they had been shunted into the pocket universe. The pocket universe's **Superboy** gave his life in a battle to preserve the dimension, and it would later be the birthplace of Matrix, the current Supergirl.

New crossovers made new creations

For the next several years, DC produced annual inter-company crossover events, beginning with *Legends* in late 1986 and early 1987, which would lead to the creation of a new Justice League.

In 1988 came *Millennium*, an eight-issue weekly mini-series which led to the creation of The New Guardians.

1989 saw the release of the three-issue *Invasion!* mini-series which created a number of new heroes, while altering the powers of several others.

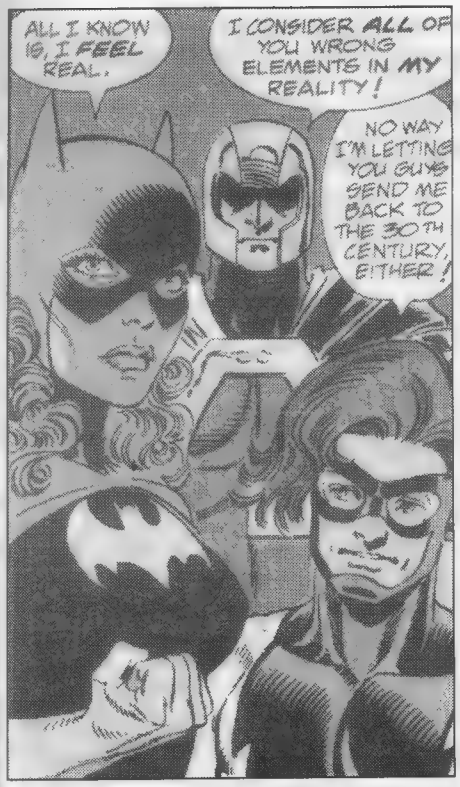
1991's crossover in the DC Annuals, "Armageddon 2001," revealed a possible future for the DC universe, which laid the groundwork for 1994's *Zero Hour*, with the introduction of The Team Titans, Waverider, and The Linear Men.

While the first group was a gathering of young super-heroes who opposed the rule of Monarch (a despotic overlord), Waverider and The Linear Men were beings who oversaw the flow of time and monitored for aberrations in the timestream. If a problem was detected, one or more agents were dispatched to correct it and put time on its proper course.

An additional mini-series in 1992, *Armageddon: Inferno*, returned The Justice Society from limbo, when Waverider was able to suspend their unending battle temporarily and substitute another group of fighters from a mystical dimension for The JSA, allowing them to return to Earth.

The "Zero Hour" effect had other factors in its creation. In addition to correct-

Mekanique's actions in ***All-Star Squadron*** *#60 not only altered history, but also this group photograph. Green Arrow and Speedy (second and third from left in the second row) were removed from Golden Age continuity later.*



Zero Hour *brought back Batgirl, at least for a while.*

ing anomalies that hadn't been addressed or had been caused by the events of *Crisis* and its aftermath, it allowed Green Lantern Hal Jordan to take center stage one more time as Parallax, a villain intent on remaking the universe the way he thought it should be.

Part of his plan included the restoration of Coast City (his hometown that had been destroyed by the despotic alien Mongul) and the restoration of The Green Lantern Corps (whom he, as Jordan, had wiped out in a bid for the power to restore Coast City earlier).

By the end of the five-issue mini-series, written and drawn by Dan Jurgens, the DC universe's timeline was streamlined, the **Golden Age Atom**, **Hourman**, and **Dr. Mid-Nite** were dead, and the Golden Age Starman had passed on his gravity rod to his sons.

As part of the crossover, alternate realities intersected with the "real" DC universe, resulting, among other things, in a new version of Batgirl and a super-powered Roman known as Alpha Centurion.

According to Jurgens, the reason several members of the Justice Society were killed in "Zero Hour" was that the DC universe had aged between *Crisis* to "Zero Hour."

"Oliver Queen and Hal Jordan had each had several birthdays," Jurgens said. "And they were numbered. 'This is your 44th birthday,' 'This is your 45th,' and so on, and these guys were approaching 50.

"I have a high regard for The JSA, but the group is forever identified with World War II, and, by this point in time, some of its members had to be in their 80s and 90s. It stretches credibility to have them young and vital, so it was decided to have time catch up with them."

One of Jurgens' proposals for "Zero Hour" was to put The JSA on another Earth where "it would always be 1942 and they would be young and vital," he said. The plan was later dropped in favor of what eventually saw print.

As far as other plans that didn't make it into the series, Jurgens said he doesn't like "to talk about things that don't see print" but he did mention that he enjoyed several individual character bits, and his fondest wish would have been for "a whole and hearty Batgirl" to survive the mini-series' end.

"Any project is a compromise," Jurgens added, "and I was limited to those five issues. While the problem-solving was fun, I didn't have enough pages to tell my story completely."

Whoomp! Here it is!

And that's where the DC universe stands, as the millennium approaches.

Will the events of *Crisis* and "Zero Hour" have ramifications in the future?

Will the future portrayed in "Armageddon 2001" come to pass?

These are questions no one is willing to answer for now. Maybe the turn of the century will find Lois, Superman of Earth-2, Alexander Luthor, and Superboy of Earth-Prime growing tired of Nirvana and deciding to kick some Vertigo butt when they find out about *that* universe.

Or maybe, just maybe —

Play with it, why don't you?

So who remembers what went before?

Carlin

As far as the current DC universe goes and who remembers *Crisis* and that mythos, Executive Editor Mike Carlin said, "*Crisis* happened. If you lived through it, you didn't even notice and, due to the reorganization of the DC universe at the dawn of time, you don't remember it now. The only one who remembers the pre-*Crisis* DC universe is Psycho Pirate." (He added that this sort of continuity question is among his favorites.)

Asked if Elseworlds stories take place on alternate Earths, leading to a multiverse again, Carlin said with an evil chuckle that those stories "exist entirely separate from the mainstream DC universe, *so far*."

DC is preparing to collect the 12 issues of *Crisis* in a deluxe hardcover collection. Why did it take so long? Carlin pointed out that there hadn't been many collections in 1986, when *Crisis* wrapped up.

"Now, however, the marketplace can bear the cost. "Time makes for a wider audience," he said. "Many collectors want everything in one place and can't or won't get back issues."

He added that the new collection is recolored and reseparated, using techniques not available when the original series was published.

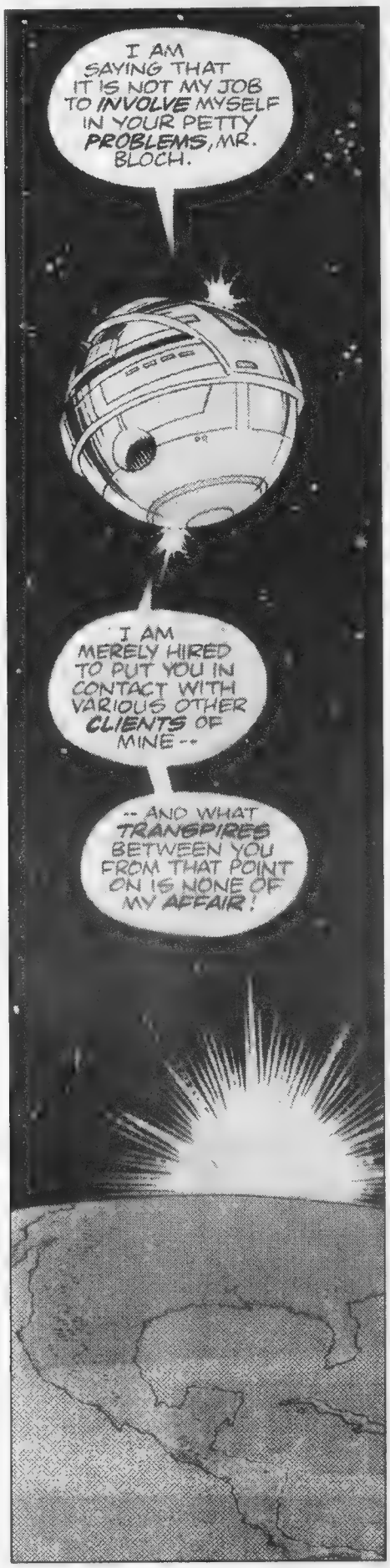
"We had to reconstruct some of the art due to the loss of overlays," he said. "With the new technology, fans are getting something for their money."

Universes and characters aren't the only things that have altered. Just look at how working on the ***Crisis*** *hardcover has changed painter Alex Ross.*

George Pérez' pencilled art for the dustjacket of DC's ***Crisis on Infinite Earths*** *hardcover will be inked and painted by Ross.*

WOLFMAN
(From Page 46)

Characters like Supergirl were killed to help the flagship character. Most of the others came from editors and the office and were decided in that fashion. One character I argued off the list was Hawkman. The name showed up on the hit list, and I didn't think he should die, so I argued and kept him off."



One death Wolfman didn't want on his hands was that of Superman. However, the end of the series left him with two Supermen and a Superboy. While he did send them (along with Superman of Earth-2's wife, Lois Lane) through a shimmering portal, Wolfman contends that he didn't kill them. "They went to a better place," Wolfman said. "I would have absolutely refused to kill a Superman or Superboy, if it had come down to it, which it didn't. Whatever the fate of everyone else, Superman was the first, he was the most special, he is the character I love more than any other character — especially that version of Superman, from the '30s and '40s. There is no way that he deserved anything less than to go to heaven, and that is essentially where we sent them, without killing them."

According to Wolfman, the deaths that filled the pages of *Crisis* were a necessary part of the story, showing that the heroes never gave up despite tremendous personal loss. "The story of the *Crisis* is endless failure," Wolfman said. "The villain was that strong. What I was setting up was that everything the heroes did — they always failed at it. The Monitor was killed, the heroes failed repeatedly to stop the Anti-Monitor, failure, failure, failure.

"To me, the idea of the heroic ideal is that you persevere, no matter how many times you fail. So it was vital to me to show that nothing stops a hero. They don't bemoan their fate, they don't cry about what's happening to them, they shake off the wounds and go right back into battle. That was the clearest with the last story in issue #12, where the Anti-Monitor came back almost endlessly, and they kept going after him no matter how tired they were."

Funny, I don't feel dead

Perhaps one of the more creepy "Earth-deaths' in the maxi-series came when Earth-Prime met its demise. Until that point, Earth-Prime was "our" Earth, the home to Julie Schwartz, Curt Swan, and other comics creators, a place where Superman could cross over to meet his creators. For Wolfman, it was just another Earth to wipe out.

"The destruction of Earth-Prime was just me being an anal-retentive fanboy," Wolfman said. "I didn't believe in Earth-Prime and would not believe that Earth-Prime was our world. By that point in DC continuity, some powerful characters had already popped up on Earth-Prime [anyone remember Ultraa?], which to me made it just another Earth. What I was doing from that point on was saying that, in essence, comics are all stories you read. We believe in them because the characters are good and we care about them, but they are not real. So don't start saying that on our world, our actual Earth, there are super-heroes, because there are none."

"I would have absolutely refused to kill a Superman or Superboy, if it had come down to it."

— Marv Wolfman

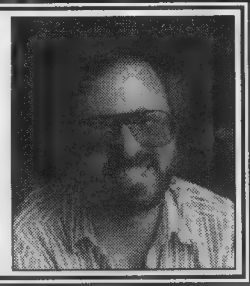


Photo © 1990 M.C. Valada

The "real" ending

With any major, industry-affecting event, stories always surface later about how things were *meant* to be done or about variant endings that were nixed at the last minute. *Crisis* is no different, and rumors over the years have actually given birth to a comic-book urban legend: The ending printed in *Crisis* #12 wasn't the original one Wolfman had intended. Unlike many urban legends, however, this one is true. Originally, the story of *Crisis* was only supposed to run 10 issues, while #11 and #12 would have been the history of the DC universe. As the series progressed, it became clear to Wolfman that the story needed all 12 issues, so *History of the DC Universe* became its own prestige format mini-series.

And that's not all that was changed. "In my original ending of *Crisis*, none of the heroes remembered anything," Wolfman said. "My belief was that, if we were going to recreate the universe from scratch, you didn't want to be hampered by past continuity. You wanted to start all over again.

"My original pitch was on two levels: One, all the heroes would completely forget that *Crisis* ever happened, and, two, in the last issue of the series, the world, the entire universe would be reborn. Following that, in January 1986, all DC comics would have been numbered #1, and we would have started with an all-new origin issue. If you wanted to bring back characters, you could, or you could start fresh. But, for all intents and purposes, the DC universe would begin anew without any of the continuity problems."

The pitch was a double whammy for Wolfman. First, *Crisis* would celebrate the 50th anniversary of the DC universe and would give the current generation its own heroes, a belief Wolfman strongly believed in. "The same way that my generation got Barry Allen and Hal Jordan, this generation should've been allowed to have its own Flash, Batman, and Green Lantern," Wolfman said.

"The original characters had lasted far longer than anyone had expected, and this would have allowed people to keep the heroes they wanted to or start from scratch, so you wouldn't have to be stuck with a lot of older ideas that might not have fit with what you wanted to do at that time."

The second part of the *Crisis*-relaunch mission was aimed directly across town at DC's Marvelous competition. 1986 happened to be Marvel's 25th Anniversary, and a flood of #1s, Wolfman figured, would take the wind out of Marvel's anniversary-induced sales. But Wolfman's memory-scrub and relaunch plan was nixed in favor of the ending seen in #12. Wolfman said he was disappointed.

"As it turned out, Marvel didn't really do anything big for its 25th anniversary, so that really didn't matter," Wolfman added. "The problem that happened with the relaunch plan was that, about halfway through the series, there was an editorial meeting, and the editors argued that, if the heroes forgot the *Crisis*, it would invalidate the entire story."

The argument didn't sit well with

Green Lantern's Crisis

One of the major subplots of *Crisis* involved the Guardians of the Universe and their group of galaxy patrollers, the Green Lantern Corps. Hal Jordan had quit as a Green Lantern in the months leading up to *Crisis*, but as universal armageddon threatened, he attempted to regain his power ring. Replacement GL Guy Gardner was restored to full health after being comatose for many years, and a number of other changes occurred in the ongoing *Green Lantern* series, including:

- Out of the 36 existing Guardians, only 22 survived at the end.
- Out of 3,600 Green Lanterns, 912 were killed.

Killed during *Crisis* in *Green Lantern* #197:

- Eddore of sector 1419
- Zborra of an unrevealed sector
- Dalor of the planet Timron and sector 2813

Killed during *Crisis* in *Green Lantern* #198:

- Tomar Re of the Planet Xudar and sector 2813 (one of the three Green Lantern Corps Honor Guards killed by Goldface during a battle on the moon in the anti-matter universe of Qward)
- Xax of the planet Xaos
- Gk'D Wykla of sector 6 was mentioned as dead in *GL*#199.

— Marc Patten

Wolfman. "I kept saying that our heroes don't buy the comics; our readers do; and our readers will remember the *Crisis*, so it didn't matter if the heroes remembered it or not. The readers, I argued, would understand the concept of the conclusion of one set of stories and the moving on from the new start.

"In the end, I was overruled, so I had to change the ending so that, instead of nobody going back to the end of time when the universe was reborn, *all* of the heroes went back, so they existed before the universe was created and they were allowed to remember. I absolutely disagreed with that. Some time in October 1985, Dick Giordano [DC's Editor in Chief at the time] came up to me and said that he thought they had made a mistake by making that change and having everybody remember the pre-*Crisis* universe, and my original ending should have been left alone. But it was done, and, unfortunately because of that, the next five years of continuity were so complex because there were too many conflicting memories."

However, despite the change of his original ending, Wolfman maintained that *Crisis* did what it was supposed to do: streamline and strengthen the DC universe and attract readers who before then might have never picked up a DC comic book. Now, instead of being full of endless universes, the DC universe had only one universe, easily understandable to the DC newcomer.

History has shown that Wolfman's vision of a streamlined DC universe attracting readers was true. While such flagship characters as Superman, Batman, and Wonder Woman had their histories relaunched by such prestigious creators as Byrne, Miller, and Pérez, many current DC fans trace their new or renewed interest in DC to *Crisis*, a revolutionary series for its time that set the tone for the DC universe (and company-wide crossovers) for years to come.

Now, 13 years after the fact with a deluxe reprint on the horizon, many fans have found themselves thinking about *Crisis* again, even re-reading it and finding it still carries an emotional punch. Among those who have recently returned to the page of *Crisis* is Wolfman himself, reading the series for the first time. He didn't have time to read the issues as they came out in 1985, and didn't want to see it again, once it was finished.

So how did *Crisis*' daddy find the series? "I couldn't understand the story," Wolfman confessed, chuckling. "It was far too complex for me, because I had forgotten all the continuity of 1985. While it may sound silly, you have to put me back in 1985 and remember that, not only was I writing *Crisis*, I was writing four other titles and editing full-time at DC. *Crisis* was the most nightmarish project of all time. I should have done that and nothing else. It was absolutely the hardest thing that I ever worked on and I just didn't want to know from super-heroes ever again once it was finished."

In addition to using nearly every DC character, Wolfman (or perhaps it was artist George Pérez?) snuck in at least one character from another comics universe. Check out the photographer between Lois Lane and Superman from ***Crisis*** *#5. Do you suppose he had his wheatcakes that morning before beginning his assignment?*

At a comics convention, "Supergirl" avenged her death at the hands of Wolfman. For more on the Maid of Steel, see photo provider Peter David's column on Page 122.

While Wolfman confessed he was burned out by the end of *Crisis*, during the series, he was in his prime as a creator. "We knew what we were doing and, while we were doing it, we absolutely loved it," Wolfman said. "We knew we were doing something big. We knew from Day One this was going to change the DC universe forever. Otherwise we would have done it back in 1982 and we wouldn't have bothered to do all the research. DC knew it, too; otherwise it wouldn't have bothered to pay to have someone read comic books and make notes. I knew that this potentially could be the biggest thing DC ever had done, if not the biggest thing the comics industry had ever seen."

Wolfman's regrets

The political battles long over, the story long concluded, and its impact still resonating through the DC universe, Wolfman doesn't look back at *Crisis* and second-guess the story. "Story-wise, I think the story works," he said. "It had been on my mind and refined for a long time, so I was very happy with the concept of the story.

"If anything, I would have tried to fix the dialogue and cut some back. I was quite verbose in those days. Ultimately, I would have liked to have spent a little more time on the writing near the end, when the issues got a little late and I had to write them faster. Also, I would have made sure every 't' was crossed and every 'i' was dotted.

"But, by and large, *Crisis* as a story still works for me. The only change I would have made at the time, would've been to fight even harder to make sure that everyone forgot about the *Crisis* or just would have ignored everybody and done it despite what they said."

And by the way, Wolfman said he isn't threatened at all by stories of the introduction of DC's Hypertime, a feature of the DC universe created by Grant Morrison in "One Million" and "The Kingdom" event week that will return the multiple Earths, including all previous Earths, as well as every Earth seen in an Elseworlds title or event such as "Tangent."

"Some author, I wish I could remember who it was, when told that the movie version of his book had destroyed his book, pointed to his bookshelf and said, 'No, my book is still there. It's in fine shape.' " Wolfman said. "Every generation has a right to change its characters, to progress its characters and move them along and make them relevant to their generation. I would like to think and to hope that the thinking on 'One Million' and 'The Kingdom' is a good move and will help DC for the next X number of years, until the next generation of readers comes along.

"When it comes down to it, anything that DC may do doesn't affect what I've done with *Crisis*. What I did still exists and is being reprinted in an even better format. If DC's doing a good story, and the readers really like what's being done, sight unseen, it'll get the same type of treatment. It will be remembered and thought of as something special, and readers of the future will be thinking as kindly about it as they do of *Crisis*. For better or worse, comics have to evolve, and comics *do* evolve."

Didja know?

In *Crisis on Infinite Earths* #10, Page 8, Panel 3, when George Pérez was looking for characters to draw, he took a villain from an issue of *The Flash* called The Molder. The Molder was actually The Elongated Man in disguise, influenced by a bad batch of gingold, so he didn't actually exist as a separate character.

— Marc Patten

Playing Mantis revives Captain Action

Company plans to expand toy, model line for '99

Playing Mantis has begun to issue replicas of the Captain Action toys with the release of Captain Action and his arch-nemesis Dr. Evil. The 12″ figures will be joined by The Lone Ranger and Tonto in November and Flash Gordon and Ming the Merciless early next year. The company's plans call for the release of additional characters every other month throughout the rest of 1999 and beyond.

Captain Action's packaging features art by Carmine Infantino, and each character comes with costume, mask, and accessories. The packaging has been designed to display the figure without removing it from the box but allows the option of removing the figure without damaging the box.

Playing Mantis has also introduced such other retro lines as Polar Lights, which manufactures replicas of model kits from the '60s and '70s including King Kong's Thronester, Mummy's Chariot, Frankenstein's Flivver, Wolfman's Wagon, The Creature from the Black Lagoon, and The Green Hornet's Black Beauty.

The Polar Lights line is also offering 10″ models based on the rock group Kiss' *Destroyer* album. The styrene plastic model kits each feature one member of the band, a rock-like base to mount the member on, and a diorama sized to the original album cover.

Carmine Infantino provided art for the new Captain Action packages.

The diorama is only available in kits sold in hobby shops. The Paul Stanley kit is scheduled to ship in November, followed by Peter Criss in December, Ace Frehley in January, and Gene Simmons in February.

Playing Mantis' other retro line, Johnny Lightning, has not only issued replicas of the original toy cars from the '60s and '70s, but is expanding the line with Hollywood on Wheels, a series of cars based on movies and TV shows including *The Monkees, The Blues Brothers, The Partridge Family, Dragnet, Back to the Future, The Andy Griffith Show,* and *Starsky & Hutch.* In addition, Cartoon Network Cars, a series of vehicles based on shows airing on the cable network, are also available. Four cars are scheduled: Dick Dastardly's Mean Machine and Penelope Pitstop's Compact Pussycat from *Wacky Races*, Barney Rubble's Sports Car from *The Flintstones*, and Speed Buggy from the show of the same name.

The Hollywood on Wheels series cars are each packaged with a trading card featuring a still from the respective movie or TV show, while the Cartoon Network Cars are packaged with a card featuring cel art from the respective show.

Top: Cartoon Network Cars are coming your way from Playing Mantis' Johnny Lightning Line. Bottom: Now you can have your own time-traveling Delorean, thanks to the Hollywood on Wheels line. Right: Polar Lights is resurrecting old model kits like King Kong's Thronester.

These 10″ models from Playing Mantis' Polar Lights line are based on the rock group's ***Destroyer*** *album cover.*

Bowen Designs' latest limited-edition Marvel sculpture features Daredevil. Randy Bowen sculpted two versions from a design by Joe Quesada and Jimmy Palmiotti. The red-costume Daredevil will be limited to 4,000 pieces; the red-and-yellow original-costume version will be limited to the initial orders received. Both versions have a suggested retail price of $150 and are tentatively slated for December or January release.

A Very Special 'Crisis' Special

By Matt Brady

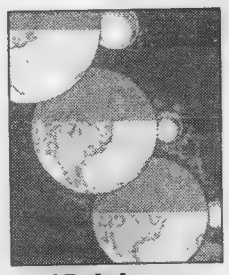
Marv Wolfman thought the last *Crisis* story had been told. He was wrong — unbeknownst to him, there was one left.

"Bob Greenberger mentioned the idea of doing another *Crisis* story to Mike Carlin, when it became known that DC was going to reprint *Crisis* in hardcover," Wolfman said. "The two of them called me and asked if I would be interested in telling an untold *Crisis* story as a special issue.

"My first reaction was no.

"*Crisis* was such a pain and in many ways both helped and destroyed me. After it, I really had nothing to say about super-heroes."

But the idea wouldn't leave Wolfman alone. "The more I thought about it, the more I remembered stuff that I'd wanted to do in the original, so I told them if I could come up with a story I'd consider it. So I worked on it for a week or two, going back to the original thinking — read *Crisis* for the first time — and finally came up with this story."



'Crisis on Infinite Earths': The Additions

Which way did they go?

While *Legends of the DC Universe: Crisis on Infinite Earths* addresses such slight plot jumps as where The Flash went after he disappeared in *Crisis* #3 and where Pariah took Lady Quark after he rescued her from Earth-6 in *Crisis* #4, the main thrust of the story is the heroes of the DC universe seeing what happens if they fail.

"The way *Crisis* worked, by the time our heroes found out about The Crisis, they were left with only those last few Earths," Wolfman said. "There was nothing for them to try to save. I wanted a story where they saw the ramifications of what was going to happen. That's the way I always structure my stories: You want to see what the problem is, so the heroes have an idea of what they're fighting. In *Crisis*, we didn't have a chance to do that because of the way the story was structured. So now, the heroes who were in the *Crisis* by #4 do get to go to a doppleganger universe which is ultimately destroyed."

Like all other pre-*Crisis* earths, the new Earth-D, as Wolfman dubbed it, is similar to Earth-1, but with a socially conscious twist. "All the characters are slightly different," Wolfman explained. "There's a Superman and a Batman and all of those, but they're different ethnic races and sexes, which reflects how I pictured the 'new' DC universe that would've existed, if *Crisis* had ended the way I had originally intended. If we had done what we were talking about and began the DC universe over again in 1986, it's very possible we would have created a lot of different ethnic heroes, because the world had changed, and not all the heroes were white-bread any more."

While action is the name of the game in the special that spotlights The Flash and Supergirl, Wolfman assured readers that the story is really about the characters. "It's not a 'will they save the world or not?' story," he said. "We know that as a foregone conclusion, so it's an absolutely 100% character-based story."

Ryan's reaction

With the story set, the unenviable task of finding an artist began. Enter Poor Sucker, er, Paul Ryan. "Mike Carlin called and asked if I was game to work on a special project," Ryan said. "I said sure. He said it was 54 pages. I said no problem. He said they needed it in a month and half, I said no problem again. He said it had a lot of characters, I said OK. Then he then told me it was *Crisis on Infinite Earths*, and I waited for the punchline."

After Barry Allen (Flash of Earth-1) meets his counterpart on Earth-D, the two race to Earth-D's JLA headquarters (above), where they meet some "familiar" folks (below).

As Carlin filled Ryan in on the details of the project, Ryan said he got more excited about it and accepted the job on the spot. However, as he considered the job, he knew that, even with the month and a half limit, he'd have serious trouble fitting the multitudes of characters into the multitudes of panels to keep the Pérez feel of the original series. "I held my breath and asked Marv if he wanted me to go crazy along the lines of George's style," Ryan said. "Marv told me that the abundance of characters in the series was all George. The plot Marv gave me was exactly the same type of plot he gave George, originally. It's just that George is a great fan of all these characters, so for him it was just fun and games to put as many characters into the page as possible. For me it was a short deadline. In some ways, I tried to put more panels in than I normally do to give it that Pérez flavor, but you won't see 12 panels per page."

Rather than being bound into the upcoming *Crisis* hardcover, which would have popped the price over $150, the final project ships this December inked by Bob McLeod and with a cover by Glen Orbik.

Ultimately, Wolfman was a little hesitant about revisiting his past. Acknowledging that comic-book readers have changed, comics have changed, and, most important, *he* has changed in the past 13 years, Wolfman said he is confident he was able to write with his 1985 mind. "I think old-time fans will like it and I'm hoping I wrote it in a style so that new readers who never read the *Crisis* will understand it," he said.

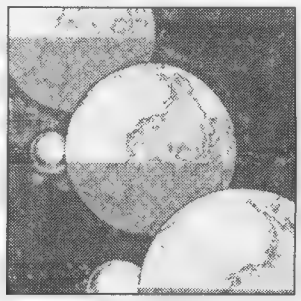
"They may not understand who all the heroes are, but I try to eliminate and explain very carefully who everyone is within context — and why the *Crisis* is important. All in all, I think it's a very strong story and I'm incredibly happy with it."

Barry travels to Earth-1 and brings his JLA to help Earth-D.

Dear Mr. Silver Age,

Remember all those Silver Age characters who died in ***Crisis****? Key characters like Flash, Supergirl, Lori Lemaris, Huntress, Mirror Master, Dove, The Crime Syndicate, and Chemo? They're all back! It seems like every single character or costume has been revived from what was supposed to be such a big-deal, permanent event. I hate when that happens! Is there any Silver Age character who died in* ***Crisis*** *who's still dead?*

Norman O.
New York City



Crisis on Infinite Earths: The dead

"Offing people like Flash and Supergirl just ensured they kept our attention along the way."
— Craig Shutt

Chemo hawked up a big wad of toxic spit and hit Tula in ***Crisis*** *#9 (Dec 85), and we all had to say bye-bye to Aquagirl in the next issue.*

Mr. Silver Age says: There aren't too darn many, Norm. But keep in mind: *Crisis* wasn't designed to clean out Silver Age characters. It mostly aimed to bring everyone together onto one big, happy, smiling Earth and wipe out all those extra Supermen, Wonder Women, Robins, and such. (The Earth-2 Batman by then was already taking a dirt nap.)

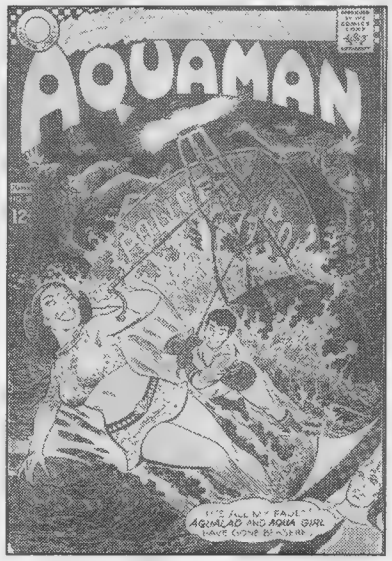
Offing people like Flash and Supergirl just ensured they kept our attention along the way. (Although Supergirl's entire existence was erased within a few months, when Superman rebooted, in a move that had nothing to do with *Crisis*. It made her big *Crisis* moment lose a bit of its dramatic importance and left just a trace of bitterness in the ol' Silver Age mouth, since it wasn't long before another Supergirl appeared, whose origin today is about as murky as Kara's was crystal clear and fun, even if Kara would have spoiled that big-deal Last Son of Krypton thing that never comes up these days, anyway. But I seem to have digressed.)

No, I can think of only two even pretty-minor Silver Age characters who bit the dust in *Crisis* and haven't been revived in some fashion (at least at this moment). They are Tula the Aquagirl, who's been alluded to in *Aquaman* but hasn't actually shown up, and Prince Ra-Man, aka Mark Merlin, star of the mid-1960s *House of Secrets*. A pretty impressive duo, isn't it?

Teen-age Tula turns heads

Tula first swam into view in *Aquaman* #33 (May-Jun 67) in a story called, "Aqualad's Deep-Six Chick!" Only in the Silver Age could you find a title like that. (And isn't "Deep Six" slang for disposing of something? DC's hipster talk was bad enough when it was just goofy. The last thing it needed to do was add confusion! But I digress again.)

Tula and Ra-Man: Dead as they want to be



Tula the Aquagirl burst onto the soppy scene in ***Aquaman*** *#33 (Jun 67), to the delight of Aqualad and Nick Cardy art fans everywhere.*

Our story kicked off with Aqualad bummed out because Aquaman was showing a definite preference for hanging out with his luscious wife and brand-new baby instead of with his teen-age sidekick and their finny friends. What a shocker. Aqualad was brought out of his reverie by a sexy female hiding in the shadows, who grabbed him and planted a big wet one on his kisser. Although I guess it would've *had* to have been a wet one, wouldn't it?

Aqualad figured out that this curvy teen-ager was Tula, a gawky girl he had known years earlier. Now she'd grown up, she'd noticed Aqualad had been cut loose, and she proposed they hang together. Aqualad didn't have to think about that idea for long, with that wet smooch still fresh on his lips, so they went off to break the news to his quasi-parents.

Mera wasn't thrilled with the idea, no doubt noticing Tula's nubility and knowing first-hand how easy it was to get these dopey Atlanteans to marry the first sexy babe they saw. But Aquaman agreed Aqualad could make his own decisions. Soon our two teeny-boppers got a job dancing at Dr. Dorsal's Deep Six Discotheque, where all the scubateens hung out. Right.

Needless to say, our Aquakids got in over their heads (so to speak), and our favorite Sea King had to pull their butts out of the soggy fire. But Aquaman forgave them for being dim bulbs, and they agreed to return to Atlantis and pay more attention to their elders. I always enjoy a story that ends with a heart-warming moral.

Despite that big intro, Tula appeared only sporadically after that, mostly to baby-sit Aquababy. Her finest moment came when Aquaman left Atlantis to search for the kidnapped Mera, which began in #40 (Jul-Aug 68)

Tula's main function was to baby-sit Aquababy (as seen here in ***Aquaman*** *#42), but in this case she's also mulling Atlantean political events.*

Not even Aqualad's fervent pleas on the cover of ***Tales of the Teen Titans*** *#45 (Aug 84) were enough to get Tula more than a few panels of action after the Silver Age ended.*

and ran through #48 (Nov-Dec 69). In that tale, Tula joined a band of dissidents resisting the heavy-handed rule of Narkran, who took over in Aquaman's absence. Ultimately, she played a pivotal role at the story's climax in #47, when Narkran and his army faced down the resisters.

She faded into the background after that, but she finally resurfaced with a bang in the ultra-popular *Tales of the Teen Titans* #46 (Aug 84). The cover featured Aqualad carrying the lifeless form of Tula, bursting into TT HQ, and pleading for help. It got my attention. Tula nearly died when the dripping duo helped the Titans fight the H.I.V.E., but she was made of sterner stuff and lived on.

Sadly, her stuff wasn't stern enough to stand up to *Crisis*. Well, technically, she was han-

Despite the uncanny resemblance, Aqualad has misidentified this comely lass in ***Aquaman*** *#6 (Feb 95). Trust me — I know Tula; Tula's a friend of mine. This ain't Tula.*

*Tula nearly bit the big one in 1984, in **Tales of the Teen Titans**, but she managed to hold on two more years until **Crisis**.*

dling *Crisis* just fine until issue #9 (Dec 85), when Chemo hawked up a big slab of chemical saliva and expectorated on her.

The new Supergirl was able to handle that kind of toxic spit when she and Chemo held a mini-reunion party for *Crisis*' dead guys in *Supergirl* #5 (Jan 97), but it was beyond Tula's capabilities.

And, despite Aqualad's belief that he had found her again in *Aquaman* #6 (Feb 95), she's still dead. What a gal.

From Merlin to Prince

As for Ra-Man, he's actually the Prince formerly known as Mark Merlin, an investigator of the occult who lasted more than six years in *House of Secrets* beginning with #23 (Aug 59). But by 1965, readers were more interested in guys with capes than guys in black suits and bow ties who wore cat charms. So a change was made.

Prince Ra-Man was introduced as a result of "The Death of Mark Merlin" in *HoS* #73 (Jul-Aug 65). That issue cover-featured a battle between Eclipso and a big green fish monster, which gives you some idea of how impressive the editors thought their new hero was gonna be. But at least Ra-Man got the lead spot in the issue. And he did have a cape — not to mention a goatee, a silver streak in his hair, and a puffy shirt. Pretty dang suave.

Our adventure began with Merlin being ambushed at home by his old enemy The Gargoyle, who shrank him into a microworld. And, since The Atom wasn't around to see the little flashes of color as Mark winked out of sight, he was pretty much out of luck on getting back.

In the microworld, he met the sorcerer Kranak and his daughter Rimah. Not only was Rimah an eyeful, she wasn't shy about it, either.

She pointed out that living there prevented them from aging, keeping her supple. "Am I not young and desirable?" she purred, no doubt smitten by Mark's dapper bow tie. "Very beautiful and desirable, Rimah!" our suave hero replied, no doubt just being cordial but seeing advantages to being stuck there, after all.

To make a long story short (and it's amazing how long an 11-page Silver Age story could be), Merlin used his cat charm to help him gain great knowledge and mental powers, which he used to save the kidnapped Rimah. (I *told* you this was the condensed version.) His new powers also gave him the ability to return to Earth — but only in the body and brain of another. So he downed a potion that turned him into Prince Ra-Man, reputed to be a descendant of the Egyptian sun-god, Ra. (Get it? Ra? Man?) The Prince retained only the memory of having once been Mark Merlin, whatever that means.

Needless to say, Ra-Man returned to Earth to free his former fiancée and secretary Elsa and kick a little Gargoyle butt. As was usual with these deals, the Prince came up with some lame reason for not explaining the whole thing — and, considering how badly I just handled explaining it, I understand his thinking. Basically, he let Elsa believe Mark Merlin was dead and that he was Merlin's friend, contacted by occult means to come to the rescue.

The Prince wasn't as attracted to Elsa as Mark had been, since they operated only as colleagues. Ra-Man returned to the microworld (and Rimah) on several occasions but never stayed long, because his new powers left him feeling he had a Peter Parker-like responsibility to protect Earth. That included a nifty tussle with his title-mate, Eclipso, in #76 (Jan-Feb 66).

But Ra-Man only lasted eight issues, through *HoS* #80 (Sep-Oct 66), a pretty pitiful showing after Mark Merlin's tenure. Score one for the bow tie. He returned in *DC Comics Presents* #32 (Apr 81), when he finally revealed the truth about himself to Elsa. He didn't show up again until *Crisis* #12, when a Shadow Demon sliced him in half. That's gotta hurt.

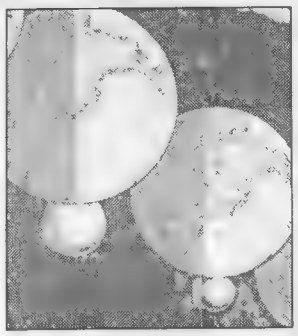
It's pretty sad when the best we can do for still-dead Silver Age heroes is a guy who showed up nine times and a sidekick's sidekick who never even scored her own feature. Still, you gotta admire both of them for knowing something so many others haven't figured out: Once you're dead, you oughta be dead.

*Mark Merlin started pushing up daisies in **House of Secrets** #73 (Jul-Aug 65) by turning his soul (or something) over to Prince Ra-Man, a niftier-looking guy altogether.*

*After changing from Mark Merlin into Prince Ra-Man, our hero returned to Earth to beat the snot out of the dastardly villain who'd tried to off him in **House of Secrets** #73 (Jul-Aug 65).*

What's up with Wildcat?

By Marc Patten



Crisis on Infinite Earths: The anomalies

"We know that he's older than the modern super-heroes, but we never said how *much* older."

— Beau Smith

Of all the characters to be altered by the numerous cosmic events of the DC universe over the last few decades, none of the others has had the roller coaster ride that Ted Grant has. Grant, you see, was and is the costumed crime fighter known as Wildcat. Grant fought crime in the 1940s while in his mid-20s. He teamed with Batman in *The Brave and the Bold* in the 1970s, when he should have been approaching retirement age. Still fighting strong in his golden years, he fought what many thought to be his last fight in *Crisis on Infinite Earths* and had his legs crushed beyond repair. In one last fight to save the cosmos, he was granted renewed strength (apparently reversing the paralysis in his legs) and was sent to a limbo to battle evil forces with the rest of the JSA for what was supposed to be eternity.

Years later, in *Armageddon: Inferno*, The Justice Society returned to the modern DC universe saving the day and once keeping their renewed vitality, albeit still in their 70s. Wildcat romped around with The JSA in their series for a year in 1992 before officially retiring again. In 1994, Grant began palling around with Guy Gardner: Warrior and eventually became head of security for Gardner's superhero bar, Warriors —how old he was by then was vague. Even though he should still have been in his mid- to late 70s, he was cracking skulls with Gardner.

The short version of Wildcat's origin as retold by Roy Thomas in ***All-Star SquadronAnnual*** *#1 (82).*

October 1994 began the supposed time-traveling fixer-upper, "Zero Hour," where many of the JSA were killed and others were aged to chronological accuracy. (If Wildcat was 28 in 1940, in 1994 he would have been 82.) For the past two years Ted Grant (the original) has been palling around with Batman and Catwoman, apparently in his early 50s.

None of these tales are imaginary stories, and the character has never been updated *à la* Superman or Wonder Woman. Confused yet?

Wildcat's legs were shattered by The Red Tornado in ***Crisis*** *#5.*

Let's start at the beginning

In 1940 Ted Grant, world champion boxer, donned a costume to clear his name, when he was framed for murder. After being proved innocent, he continued to box *and to* fight crime in the streets of Gotham City as the costumed adventurer named Wildcat. He has to this day no other powers than his quick wits and tremendous fighting skills. He never fit in well with his super-powered contemporaries in The JSA and All-Star Squadron, preferring to stay home and fight thugs and common criminals to taking on super-baddies.

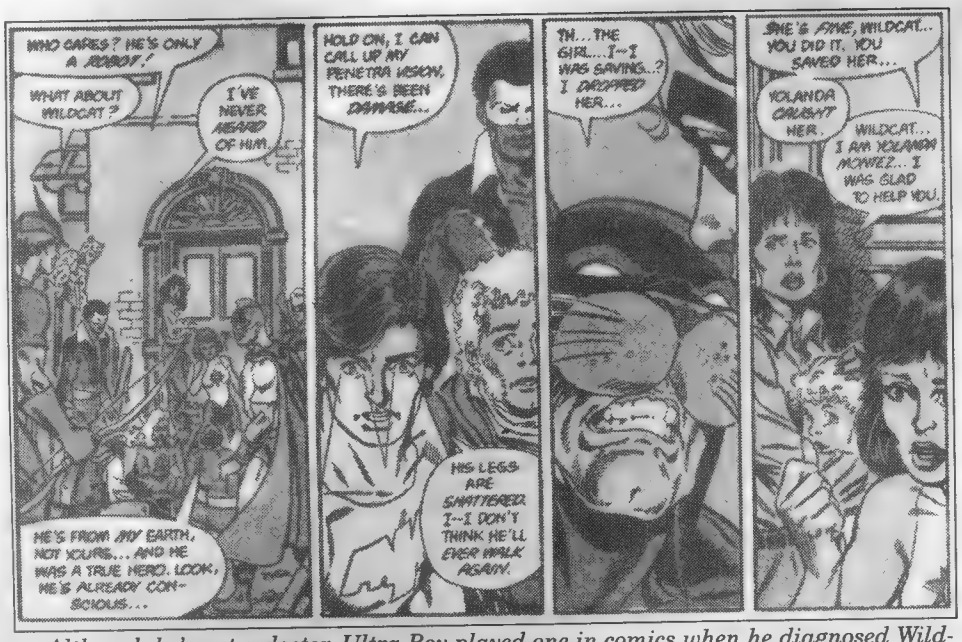
Grant is the godfather of Yolanda Montez, a rock journalist who for a brief time after *Crisis* operated in Spandex as the second Wildcat with the group Infinity Inc. She was killed in the final issue of *Eclipso*, by that villain.

It was revealed in the *Batman / Wildcat* and *Catwoman / Wildcat* mini-series that Grant trained both the young Bruce Wayne (when he sought mastery over all forms of combat before becoming The Dark Knight) and Selina Kyle (at age 16) in the skill of boxing.

Beau Smith: Super-hero rescuer

Still confused? Beau Smith, scribe of the current adventures of the once-geriatric hero offered an explanation. "During and after *Crisis*, the Wildcat character was pretty much scattered here and there," he said. "We made reference in the *Batman / Wildcat* mini-series that he had been crippled. He had been replaced by a female Wildcat for a while (Yolanda Montez) and went through all these changes like becoming 90 years old. It was just a screwed-up situation for a really great character.

"I've been a Wildcat fan since I was a little kid. Two of the old comic books my dad had given me were *Black Terror*, which was a comic book I finally got to do [for Eclipse and soon to be updated for Todd McFarlane],



Although he's not a doctor, Ultra Boy played one in comics when he diagnosed Wildcat's injuries in ***Crisis*** *#5.*

and the other was a *Sensation Comics* that Wildcat was in. My grandfather boxed, my dad boxed, I boxed Golden Gloves, and that was always the big hook for me. He was another character I wanted to do.

"Things were great for the character back in the '70s and '80s with his team-ups in *The Brave and the Bold*, but it was around *Crisis* that as a fan I got passionate about all of the things being done to him."

Smith said that he believed no one really knew what to do with the character. The opportunity for Smith to play with his childhood favorite arose when the writer began his stint on *Guy Gardner: Warrior* with #22. "I figured that I signed a year contract and I had to save some of these characters that I liked somehow, some way," he added. He talked to Editors Eddie Berganza and Kevin Dooley, who also had a fondness for the character, and got permission to "rescue" him and a few other obscure favorites like Lady Blackhawk (another time-lost anomaly) and former Green Lantern Arisia. Smith said Dooley explained to him all of the continuity and time baggage that went with the character — but agreed to the simple solution that no explanation was better than rehashing the past.

"I said, let's do the Sean Connery thing. Let's make it believable," Smith elaborated. "We were very vague about his age. We didn't try to explain it, because then we'd have eight million fans asking continuity questions. This is comics, and we tried to suspend belief a little bit. We did the Nick Fury thing. We know that he's older than the modern super-heroes, but we never said how *much* older." Wildcat became a permanent part of *Guy Gardner*'s supporting cast for the two years Smith wrote the series and "he was safe," Smith said. "Nobody could touch him, because we were doing stuff with him.

"They were always trying to do bad things to him," Smith laughed. During the course of his appearances in *Guy Gardner: Warrior*, Ted Grant went on numerous adventures (especially during 1995's *Underworld Unleashed* crossover series) and even romanced Lady Blackhawk — a plot line that was left open-ended, when the series was canceled after #44.

Lending his fighting spirit to a Norse god and fighting Ragnarok over and over for several years in the ***Last Days of the Justice Society Special*** *(86) must have provided therapy for Wildcat's shattered legs.*

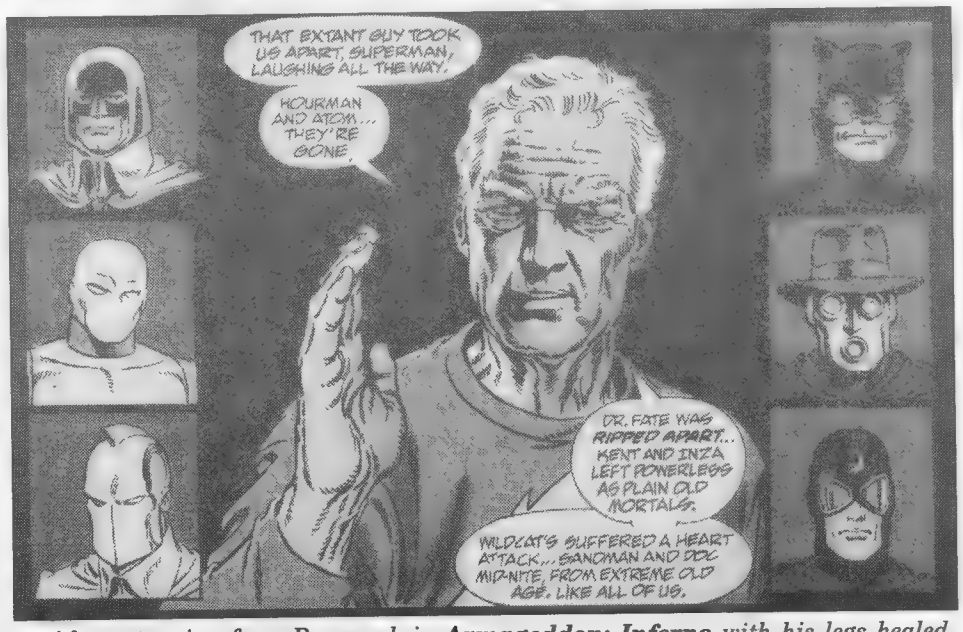
His age is his business

After *Guy Gardner: Warrior* ended, Smith rallied to keep Wildcat alive and kicking. "I was trying to keep him from falling into hands that wanted to cut his legs off again." After the acceptance of the *Batman / Wildcat* proposal, the creative and editorial team was presented with the same dilemma. "We agreed yet again that we just don't say anything. He's a little older than most modern heroes and has the white around the temples like he always did. We basically moved him back to the age he was in the late '70s, when he teamed up with Batman in *Brave and Bold* [50-52, according to Smith]. In the *Catwoman / Wildcat* mini-series, the two characters are actually swapping spit and everything."

So the officially unofficial explanation? "We were supposed to tie this all up in *Guy Gardner*, but it got canceled," said Smith. He added that during "Zero Hour," Wildcat went through a time shift while battling Extant. Like the time or chronal energy that caused Ray Palmer, The Atom, to regress to age 16 and then accelerate back and forth until he stabilized at his normal age again (*Teen Titans* #24), Smith said that Wildcat stabilized in his early 50s (after being aged to his 80s during *Zero Hour*). "This is an age where he can still be in top physical condition and do things," Smith said.

There are no plans to include Wildcat in the JSA series arriving next year, but Smith, co-writer Chuck Dixon, and artist Sergio Cariello have proposals in for a *Nightwing / Wildcat* mini-series further cementing Wildcat in the Batman family of characters. An ongoing Wildcat series has been proposed, as well, if fan response continues to be positive.

Now if only someone could explain what's happened with Hawkman —



After returning from Ragnarok in ***Armageddon: Inferno*** *with his legs healed, Wildcat's next health crisis came in* ***Zero Hour****, when Extant made the JSA act their age.*

Wildcat's Earth-B Adventures

Ironically, JSA member Ted (Wildcat) Grant survived *Crisis*, albeit with his legs shattered permanently due to a lightning strike. It's ironic, because Wildcat was a prime example of why *Crisis* was considered necessary in the first place.

A second-string Golden Ager, Wildcat didn't even get to join The JSA until their annual Silver Age team-ups with The JLA, beginning in *JLA* #46 (Aug 66). He took part in a bunch of them, vibrating over from Earth-Two with his JSA pals. Then, with no explanation, he teamed up with Batman in *The Brave and the Bold* #88 (Feb-Mar 70), after The Caped Crusader tracked him to an Earth-1 rooming house. Wildcat teamed with Bats in several more *B&B* Earth-1 adventures, in #97, #110, #118, and finally in #127, in which he owned a resort island.

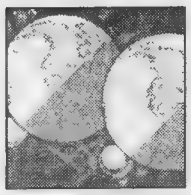
How the heck did he end up on Earth-1 while still operating with The JSA on Earth-2? Beats me. *B&B* Editor Murray Boltinoff and writer Bob Haney were not major sticklers for continuity points that interrupted their story, to the extent that some fans suggest that *B&B* adventures must have taken place on a separate world called Earth-B.

Wildcat's unexplained Earth-1 existence was one example of why the two-Earth format was thought unwieldy. Having Batman team up with a JSA member required more explanation than new readers were thought to want to put up with.

Of course, even Wildcat's shattered legs didn't stay that way for long. After all, whether he's on Earth-1, Earth-2, or Earth-B, he's still in comics. And comics really have no word for the concept "permanent."

— Craig Shutt

The Psycho Pirate's Continuity Crisis



Crisis on Infinite Earths: The psychosis

Transcribed by Scott Brick from the notes of Dr. Bartholomew Wolper, deceased, Psychologist and Social Scientist

*[**Continuity Spoiler Warning:** While many of the events described in the following article "never happened" according to current continuity, you may not want to know about them.]*

Arkham Asylum Casebook
Highwater, Dr. James #3794.
Cross-reference: Psycho Pirate
(Hayden, Roger #3156;
Halstead, Charles #0961)

"It begins and ends with continuity. When history isn't convenient, the creators change it. But what about the people continuity sweeps aside? Who mourns for them?"

Such were the supposed first words spoken by Dr. James Highwater, Arkham inmate #0636, since the day of his incarceration two years ago. I wouldn't know; I was appearing on *Nightline* at the time and was only called in to conduct a preliminary examination upon my return. When Highwater's words were repeated to me, I was intrigued, since they reminded me of my previous patient, the still-unaccounted-for Roger Hayden, the second villain to go by the name Psycho Pirate. Long suspecting a connection between Highwater and Hayden, even more than the obvious — Highwater's been wearing the Psycho Pirate's emotion-control trolling Medusa Mask since Hayden disappeared two years ago — I approached my interview with Highwater hoping for some clue as to Hayden's whereabouts.

During the first few minutes, Highwater explained to me a number of things: first, that he believed himself to be the new Psycho Pirate in Hayden's absence; second, that he had taken on a number of Hayden's beliefs, primarily that all of us are mere fictional characters in a comic-book story; third, that his Medusa Mask was really a gateway to other universes outside of what he calls "continuity"; and, last, that what he calls "ret-cons" are quite literally driving him insane.

As Highwater is far better equipped than I to explain the "ret-con" concept, I'll begin the transcription at this pivotal point.

*At the end of **Crisis**, only the Psycho Pirate still remembered what had happened.*

Wolper: *... and it's these "retroactive continuities" that have inspired you to speak again after two years?*

Highwater: Eight.

Wolper: *Pardon?*

Highwater: Eight years, but of course you see it as two, because you're in continuity and I stand outside it, which brings us back to your question.

Wolper: *I'm afraid I'm not certain what you mean by "continuity."*

Highwater: You obviously don't read enough comic books. Continuity is the "official version," the sum of all events chronicled in comic books until now.

Wolper: *So it's history, in other words.*

Highwater: No. If it was history, I would call it history. They're completely different concepts. History's an absolute; it cannot be changed. Continuity can be. When things are inconvenient, when a writer gets an idea that can't be expressed according to the facts as they currently stand, he changes the facts, retroactively. If he wants to tell a Wildcat story and doesn't like the fact that Wildcat's a crippled octogenarian, then fine, he's not. And just like that, Wildcat's young, he always has been, and it turns out he was never old at all, with no explanation offered or implied. It's revisionist history, a retroactive continuity. Or ret-con, if you will.

Wolper: *I see ... So these, these "ret-cons" you refer to ... they bother you?*

Highwater: Do they bother me? Let me ask you, Doctor, do the cries of innocents bother you? When a world dies in agony for no other reason than it's inconvenient, does that strike you as troublesome? Yes, Doctor, I'm bothered by these ret-cons because they call out to me. The people swept aside when a new continuity is established still exist behind my Medusa Mask. Creators can make everyone else forget, but the victims, the forgotten ones, they all seem to know, instinctively, that The Psycho Pirate remembers them, and they call out to me!

Wolper: *Tell me, when did this transference into the Psycho Pirate occur?*

Highwater: When Roger Hayden turned into mist and faded away.

Wolper: *And when was this?*

Highwater: *Animal Man* #24, June 1990.

Wolper: *I'm sorry, come again?*

Highwater: Well the cover said June, but it happened in March. Things are always three months ahead. They do that; don't ask me why.

Wolper: *Who do that? I mean, who **does** that?*

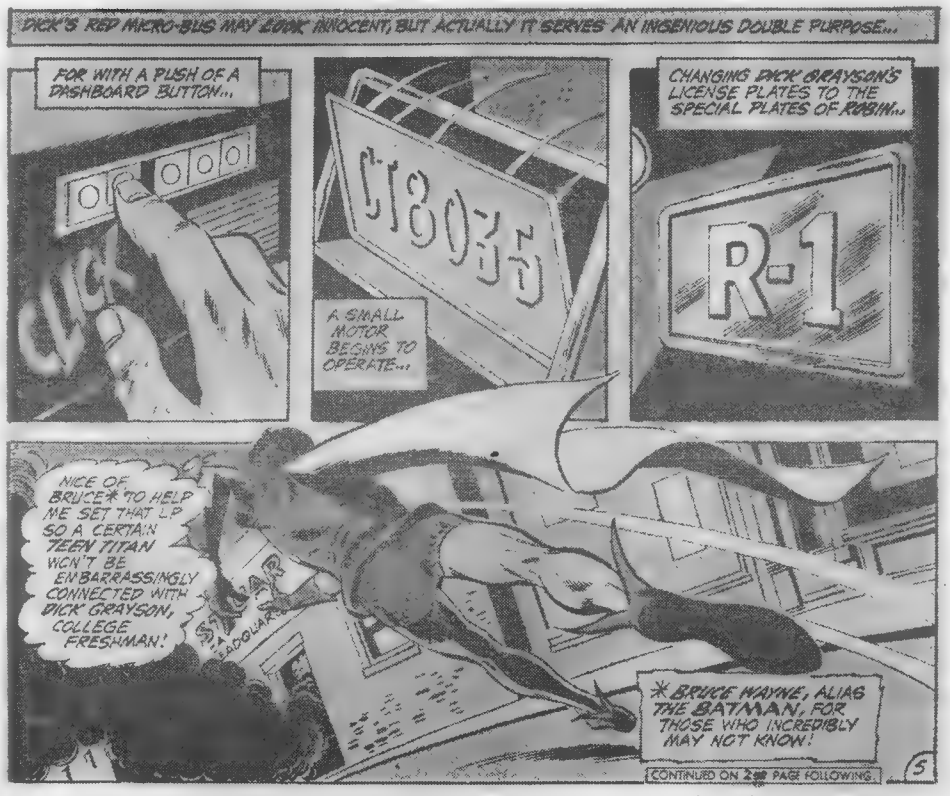
Highwater: Comic books. It's some kind of rule. At first I thought it might be a continuity thing, but now I'm not so sure.

Wolper: *Well, perhaps if you explained your continuity problems, we could determine why they trouble you so.*

Highwater: (*Weary laughter*) Where to begin? It's not even the major ones that harrow me the most. *Crisis on Infinite Earths*, as horrific as it was, is at least something I've been able to come to terms with. It's the small ones, perhaps considered insignificant at first, that are the most pervasive.

Wolper: *Roger Hayden, the second Psycho Pirate, told me that this **Crisis** you speak of eliminated a great many heroes. I believe he said they were earlier versions.*

Highwater: That's right. The writers separated the older heroes from the younger and banished them to Earth-2. Apparently, it made their jobs somehow easier. So much of the continuity between then and now is gone. Do you realize Superman and Batman were best friends? Nowadays they tolerate one another at best, but for decades they teamed up each month in *World's Finest*.



Although Dick Grayson was fighting crime on the campus of Hudson University in ***Batman*** *#227 (Dec 70, above), the first chapter of "Batman: Year 3" from* ***Batman*** *#436 (Aug 89, right) established that it had only happened over the preceding two years, not 19 years earlier.*

Wolper: ***World's Finest****? And is that a comic book?*

Highwater: (*Sighs*) Yes, Doctor, it ran from 1941 to 1986. Interesting, because 1986 is so far after the debut of the Earth-1 heroes that those later *World's Finest* stories must have featured the current incarnations, but there you have it: They never happened. It's a ret-con. Superman and Batman are now allies, nothing more. Their decades-long friendship is gone, never existed.

Superman, Batman, and Wonder Woman were charter members of The Justice League, did you know that? No, never mind; of course you don't. According to the current continuity, they joined during The JLA's first year. Silly concept. How would the rest have come together if not for the example of the Big Three? It's still there, you know. Despite the ret-con, the original story can still be found in all its four-color glory, in *Brave and the Bold* #28, February 1960. There they are: Superman, Batman, and Wonder Woman. Yet, when it came time to retell that same story 28 years later in *Secret Origins*, Vol. Two, #32, the Big Three were nowhere to be found! With one stroke of a pen, The Justice League's earliest adventures were instantly recategorized. Yes, they still happened, those stories still exist, but in them the JLA's roster is suddenly three members short. You can point to the original version, point out Batman's involvement till you're blue in the face, but it doesn't matter; the writers insist those pages are lying. (*Laughs*) History laughs at such concepts.

Did you know that at one point, Superman and his pal Jimmy Olsen were inside the bottle city of Kandor?

Wolper: *I'm sorry, you've lost me.*

Highwater: It's a Kryptonian city that exists in shrunken form in Superman's Fortress of Solitude.

Wolper: *His Fortress of what?*

Highwater: If you keep interrupting, we'll never get anywhere! It's a Kryptonian city, complete with miniature red sun, under which Superman is powerless. While he and Olsen were inside, they became Nightwing and Flamebird, the Kryptonian counterparts of Batman and Robin.

Wolper: *Nightwing? As in Blüdhaven's Nightwing?*

Highwater: That's my point entirely; that's where I'm heading! The current Nightwing is the original Robin, Batman's former partner, who adopted the name when he went solo.

Wolper: *Yes, I seem to remember he'd been fired ...*

Highwater: No, that's just it. He was never fired, he just went off to college in 1969! The writers came up with the idea he'd been fired when they introduced the third Robin in 1989. Made for a better story, I suppose. They claimed that he'd been shot in battle and that Batman had decided he could no longer risk taking a kid into action. (*Laughs*)

Then they introduce the new Robin and, once again, a 13-year-old's on the firing line. But the truth of it is, the original Robin was never shot; he just grew up. Oh, sure, they show the shooting now in flashback, but it never happened. After college, he took the name Nightwing to honor Superman, who was, in turn, honoring Batman. If you ask folks now, however, they'll tell you that the name Nightwing is to honor his two biggest influences, "Night" for Batman and "Wing" for Superman, but they completely ignore

the Kandorian hero of the same name! That may be one of the ret-cons that troubles me most, because with one fell swoop they deny Superman's adventures in Kandor, the real reason Robin left Batman, and the true genesis of the name Nightwing. And that's only *one* of the Robin ret-cons!

Wolper: *There are others?*

Highwater: (*Laughs*) Have you heard the one about the second Robin stealing the hubcaps off the Batmobile?

Wolper: *Uh, no, I'm afraid I'm not all that current ...*

Highwater: You can read about it; it happened in *Batman* #408, June 1987. Seems the kid was a criminal before Batman took him in. The only problem was that he'd already made his debut in *Batman* #357, four years before, and hubcaps had had nothing to do with it!

Wolper: *So exactly what is it that bothers you? Certainly not hubcaps. Is it that no one remembers these things but you?*

Highwater: No, you fool, it's that the real versions, and the real people involved who don't exist any more, they still exist behind my mask, and they call out to me! Victims, all of them!

Batman used to kill people. Did you know that? Of course not; it doesn't fit in with our modern image of the hero, so of course it's been ret-conned, but who do you think hears the death-cries of his victims that don't exist any more? Don't look so astonished, it's true. Gotham's patron saint, who spends so much time and energy nowadays decrying the use of guns, used to ruthlessly mow his enemies down when it suited him.

Invest a few thousand dollars, read his adventures prior to 1940, and you'll see. Batman broke their necks, strangled them, threw them off buildings, or used a water-cooled machine gun mounted on his Batplane. He killed dozens. Dala and the Monk, members of the Frenchy Blake gang, Doctor Death's assistants Jabah

Jason Todd's origins were originally quite similar to Dick Grayson's, with Todd's acrobat parents killed by Killer Croc and the orphan being taken in by Bruce Wayne. Later, the story was changed as this recap from ***Batman*** *#410 (Aug 87) shows.*

A more vengeful Batman took the life of his enemies, including this vampire, in the early days of his career.

and Mikhail, Adam Lamb — no one remembers them, but they're all Batman's victims just the same, and they still live behind my mask!

Wolper: *And this is more difficult for you now than before, when you were silent?*

Highwater: I think it's because the universes keep merging, so there are more memories to store. Our universe keeps opening itself to others. Two years ago, our universe briefly intersected with the Marvel universe. It has its own history, its own continuity, and millions of new souls I've never known, but, since it connected with ours, I suddenly have memories of them all! New characters, new heroes ... Have you ever heard of Captain America?

Wolper: *Wasn't he a member of The Justice League a few years back?*

Highwater: That's General Glory, a cheap knock-off. Cap's the original. His sidekick, Bucky Barnes, died shortly after World War II, supposedly killed in an airplane explosion orchestrated by the Red Skull and Zemo. Captain America seemingly perished at that moment, as well, only to wind up being frozen in ice

Even Bucky Barnes' fate has been the subject of ret-cons. Did he die at the end of World War II as Captain America remembers when he was revived in ***Avengers*** *#4 or did he live on into the 1950s?*

until The Avengers thawed him out, decades later.

Wolper: *And you're saying what, that this is a ret-con?*

Highwater: Yes, absolutely! It isn't even my universe, but I still know that Bucky never died in a plane crash; he was shot in *Captain America Comics* #66. And Cap certainly didn't plunge into the ocean and freeze that instant; he found himself a new sidekick, Golden Girl, and fought alongside her for nine more issues!

Wolper: *So Bucky cries out to you?*

Highwater: Yes, but not the Bucky who died, the Bucky who now never existed, and Golden Girl, as well. They were veterans, war heroes; they deserve their due. And speaking of which, Flash Thompson was a war hero. Did you know that? But not just any war, the Vietnam War! Imagine that, a 25-year-old Vietnam vet.

Wolper: *I don't ...*

Highwater: Of course, you don't know him; neither do I.

Just trust me on this one: Spider-Man's best friend went off to Vietnam in *Amazing Spider-Man* #47. It's fine to make a topical reference to warfare in 1967, but, when the same character is still around 30 years later and hasn't aged, it can get embarrassing. So now Flash still carries his military history, but the name of the war he fought in has been swallowed by the mists of obscurity. He's the youngest Vietnam vet around, so young that he wasn't even born until after that war was over!

Does Flash Thompson suffer from post-traumatic ret-con disorder?

There are so many people in this Spider-Man's life who have been ret-conned to some extent. His wife Mary Jane never knew his secret identity until it was convenient for her to know, 20 years after she was introduced. Read the *Parallel Lives* graphic novel: Suddenly, she's known all along! Or his Aunt May, who hated Spider-Man to such an extent that she once aimed a gun at him and fired. Yet before her death in *Amazing Spider-Man* #400, the writers would have us believe she knew his secret identity all along. Or Gwen Stacy, the love of Spider-Man's life ...

Wolper: *I thought you said he was married?*

If Aunt May knew his secret identity all this time, why didn't she ever offer to sew up Peter's Spider-Man costume?

Highwater: No, this was before. Gwen Stacy, the true love of Spider-Man's life, was cloned, a fact revealed in *Amazing Spider-Man* #144.

Then in *Spectacular Spider-Man Annual* #8, the High Evolutionary said she wasn't a clone after all; she was really Joyce Delany, a woman who'd been injected with Gwen's DNA.

Yet later, *Web of Spider-Man* #125 told us the Delany personality was an illusion crafted by Dreamweaver, and that it really *was* Gwen's clone all along!

So, while the writers decide which version is real and which isn't, Joyce Delany cries out behind my mask, a woman — no, a personality invented merely to die, who never got the chance to live, even off-panel!

Wolper: *Off-panel?*

Highwater: Never mind. You wouldn't understand.

Wolper: *Let me ask you then, if you believe these — these ret-cons — are an injustice, how do you feel about the writers who commit them? Are they your enemies? Do they persecute you? Do they do this to make their characters suffer?*

Highwater: Not intentionally. Many are operating under orders, forced to follow silly continuities their parent companies came up with. I've only ever known one, Grant Morrison, my own creator.

Pleasant enough fellow, if a bit authoritative. One of the characters he used to work on, Animal Man: Did you know his family was dead?

Wolper: *My God, no!*

Highwater: I'm afraid so. Gunned down, brutally murdered.

Wolper: *When did it happen?*

Highwater: *Animal Man* #19, January 1990. Everyone came to the funeral, all his Justice League comrades, they all stood by the graveside, paid their respects. Yet seven short months later, in #26, his family was alive again. Undead, never killed. Seems Morrison was leaving the series and had a pang of guilt. Left Animal Man a parting gift for all his hard work, as it were.

Wolper: *If they're back, how is that a bad thing?*

Highwater: No, believe me, I'm glad. Buddy Baker's a fine man and didn't deserve the sorrows Grant made him endure, a fact Grant came to realize himself, I'm sure. It just makes me wonder — if you asked the Martian Manhunter today what that funeral was like, I can't help but wonder whether he'd remember. He was there, remember? If so, what would he say?

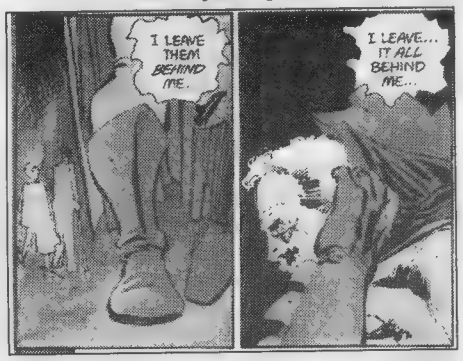
Wolper: *The cries of the disenfranchised aside, is life terrible as a fictional character? From what you've told me, those living inside of these continuities seem relatively ageless. If I were Batman and I had a choice, I doubt I'd choose to be a 60-year-old man.*

Highwater: More like 80, but that's a trite way of looking at things. And I wouldn't worry too much about premature aging, if I were you.

Wolper: *How do you mean?*

Highwater: Nothing I can share; I'd just curtail my television appearances in the future.

But to answer your question, life as a



Just how old is the Batman of ***Dark Knight Returns****? And what year is it set in?*

character isn't necessarily awful. It just makes it difficult to decide which of your actions are your own.

As I once tried to tell Animal Man, we wander in and out of stories, and our minds fill in the gaps. Thirty days go by, and we think it's mere moments. What we think are histories and memories are merely brief appearances in the stories of other characters.

Wolper: *So tell me, Dr. High — Psycho Pirate — why now? Why, after standing sentinel behind your mask in silence for the last two years, why are you communicating once more?*

Highwater: Because the multiverse is coming back, and it's causing rumblings behind my mask.

Wolper: *It's what?*

Highwater: Back, back, it's coming back! *Crisis* got rid of it, but, if there's one thing you learn living in a comic book, it's that no one stays dead for long, universes included.

Wolper: *You're sure about this?*

Highwater: The writers told me. We're still on very good terms — they wouldn't lie to me.

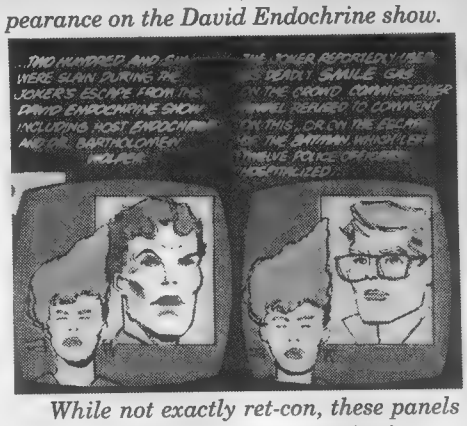
At this point in the interview, Dr. Highwater became listless and fell into a prolonged silence.

Although it's too early in the evaluation process to form conclusions, my strongest impressions are that his anxieties seem very real to him. Yes, these "retcons" seem annoying to someone whose duty it is to stand outside continuity and keep track. And, yes, the cries of the innocent would, indeed, be troubling to me, were they real and I in a position to hear them.

At this point, I feel positive Dr. Highwater can rejoin society one day. After all, unlike our other patients, he's never taken a life, never committed a crime, and he's here of his own accord. I'm confident in his complete recovery.

Interesting comment he made about television appearances, however, since I've long entertained the notion of appearing with a former patient on a variety of talk shows, allowing the world to marvel in his recovery and redemption. What a pleasant thought.

Which reminds me, I'm late for my appearance on the David Endochrine show.



While not exactly ret-con, these panels could be considered future continuity.

Marvel's mutant Crisis

By Patrick Daniel O'Neill

Marvel frequently brags that its "universe" has never required the kind of enormous shake-up that its major competitor set in motion with *Crisis on Infinite Earths*.

That may be true — arguably the recent "Heroes Reborn-Heroes Return" storylines fit the bill — but there were even earlier attempts to "reset" at least portions of the Marvel continuity.

*[**Spoiler warning:** The following article reveals details of the plots and conclusions of numerous X-Men stories from 10 years past.]*

One of the most important of these occurred just two years after DC's *Crisis*, when the X-Men experienced "The Fall of the Mutants" and its aftermath, beginning with events in *Uncanny X-Men* #225 (Jan 88).

First some background: The active X-Men, as the story began, were Wolverine, Havok, Psylocke, Dazzler, Rogue, and Longshot. They were joined by Cyclops' estranged wife, Madelyne Prior. Former team leader Storm had her powers negated by a device created by the mutant engineer Forge. Colossus had an accident that made it difficult and painful for him to remain in his non-armored form. And the Native American trickster god called The Adversary had set plans in motion to destroy The X-Men and bring chaos to the universe.

Adversary's plans began to go awry when Roma — cosmic guardian of order — surreptitiously brought Colossus back to the group, as they attempted to rescue Storm from what they thought was her imprisonment by Forge at his headquarters in Dallas.

There they confronted The Freedom Force (formerly The Brotherhood of Evil Mutants), now a federally sanctioned strike team — and Freedom Force's precognitive member Destiny predicted no one who was in that headquarters at dawn the next day would survive — and she saw no future of any kind for The X-Men.

*Forge used The X-Men to stop The Adversary once and for all in **Uncanny X-Men** #227.*

The battle against The Adversary ran through three issues, and, near the end of *Uncanny X-Men* #227, it did appear that the team, though triumphant, was dead.

But Roma would not so ill-use those she had chosen as her champions. The cosmic guardian restored the team to life — but, since the world thought them dead, they could now operate in secrecy, once again protecting the lives of their families and friends from reprisal by enemies.

As Roma said in the last panel of *Uncanny* #227, " ... magnificent though you were as heroes, all a person might wish to be, now you can do much more ... because you have become legends!"

X-Men: The urban myth. That would be the theme of writer Chris Claremont's stories for the next year or so: The X-Men, thought dead, became a legend — an urban myth, if you will — always operating in secret.

In fact, *Uncanny X-Men* #229 revealed an additional part of Roma's gift. As she explained, " ... your death, X-Men, was more than mere hyperbole. In a sense, you stand apart from life. You cannot be detected by any agency other than yourselves — living or mechanical, magical or scientific — neither being nor power nor enchantment. You may be seen by the naked eye ... but that is all."

For all intents and purposes, then, The X-Men were almost living ghosts.

The power of Roma's gift was amplified in *Uncanny X-Men* #236, in the midst of the first tale about the island nation of Genosha — that science-fictional analog to South Africa's old regime, where mutants take the place of blacks.

When several members of the team were captured, the Genoshan authorities discovered it was impossible to discover anything about them.

*Storm discovered a database of information on herself and her teammates in **Uncanny X-Men** #239 (Dec 88).*

Crisis on Infinite Earths: Other universes

"They're not in our native computer net," the chief magistrate explained, "and every time we try to interface with an overseas data base — private, public, government, wide open or totally secured — we get a null response. The computechs theorize a virus program in operation ... it erases every reference, no matter how slight, to our prisoners."

So, for the next several years, The X-Men became something more than outlaw heroes; they became undetectable heroes. They had a new life — and no history that the world could discover.

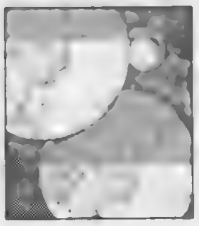
Sounds like a new beginning to me.

'Crisis on Infinite Earths': Whatever happened to?

By Marc Patten

It was the summer of 1985. I was going into my senior year of high school, my favorite super-heroes were about to be changed for all time, and I was leaving for an overseas teen tour to Israel for the summer. What a rotten thing for DC to do to me. Characters were being killed left and right.

Rumors said that continuity as I had known it would soon be entirely re-written. The week before I left, DC piled on



Crisis on Infinite Earths: Supporting characters

the final straw. Supergirl died in *Crisis on Infinite Earths* #7. It was the first time I ever cried reading a comic book, and I was 17 years old. I heard that my favorite character (besides Superman), The Flash, was next. I took a sneak peek at a *DC Coming Attractions* flyer a local comics store owner had from his distributor. There I found the description for *Crisis* #8: "Revealed at last! The Final Fate of The Flash!"

I was devastated. I felt betrayed, misled, and cheated. I wrote a four-page letter venting my rage and disappointment to DC and begging it not to kill my childhood hero. (Of course, I was young and hadn't a clue about the schedules of comics production. Not only had the decision to kill Barry Allen probably been made a year before, but the comic book was finished before I even wrote the letter.)

I had a phenomenal time that summer and met friends who to this day remain some of my closest — but every few weeks I'd think about comics and the two issues of *Crisis* that would be waiting for me upon my return. Would DC really kill Barry or was it just a bunch of comic-book hype?

Upon my return in mid-August, I raced to the comics shop where I had subscribed to the select few comics I couldn't get at my father's pharmacy (and, of course, the *Crisis* series — I wanted to read those comics the second they were available).

I couldn't wait to get home. I pulled a copy off the rack and paged through it quickly. My heart sank as I read Flash's final words: "There's hope ... There's always hope ..."

To this day I have never read a more powerful or more enjoyable comic-book series than *Crisis on Infinite Earths*.

A number of characters made their first (and in some cases, only) appearance in *Crisis*. Who were they and what happened to them *after Crisis*?

Impala, Owlwoman, and Godiva — These characters first appeared in official DC continuity in *Crisis* #12 and had previously been seen only in issues of *Super Friends*. They are affiliated with the international group The Global Guardians led by Dr. Mist. While the first DC universe appearance of The Global Guardians was in *DC Comics Presents* #46, these characters didn't specifically appear in that story.

Flash III — Wally West took the mantle of his predecessor in *Crisis* #12. Wally has since gone on to become the greatest Flash in recorded history and, after a brief period where he could only move about as fast as the speed of sound, he is now the fastest man alive, surpassing his mentor Barry Allen. *Crisis* #12 also marked the first time a sidekick had ever graduated into a mentor's role.

Pariah (Kell) — First appearance in *Crisis* #1. He was the greatest scientist on a parallel Earth, curing disease and controlling the weather. In his quest to learn the origin of the universe, he opened an anti-matter portal to the dawn of time and allowed The Anti-Monitor access to energy that enabled him to escape imprisonment. He somehow was granted the power to see where evil would next appear and travel there. He was last seen roaming around the Earth, foretelling danger, in the *War of the Gods* mini-series in 1991.

After this appearance in **Crisis** *#12, The Global Guardians would make sporadic appearances in the DC universe over the next several years. Green Fury, later renamed Fire, joined the Justice League.*

Harbinger (Lyla) — First appearance in *The New Teen Titans Annual* #2, first series. She was rescued as a girl from a shipwreck and raised by The Monitor. She was given a portion of his power, which gives her the strength and power of the Earth and the ability to replicate herself.

After the crossover *Millennium*, Harbinger was one of 10 people summoned by a Guardian of the Universe and his Zamoran mate to become the next step in the evolution of mankind. Some of those 10 became known as The New Guardians.

Upon discovering that a group of genetic neo-hybrids were the *real* "Chosen," The New Guardians settled on an island off the coast of South Africa to teach these new Chosen the ways of living with the Earth. Harbinger was last seen in *The New Guardians* #12 (Sep 89).

Lady Quark (Tashana) — First appearance in *Crisis* #4. She was the queen of her world before it was destroyed by anti-matter and she became the sole survivor of her universe after being rescued by Pariah. She joined the intergalactic police force L.E.G.I.O.N., led by Vril Dox, and then stayed with the core team in fleeing across the galaxy as marked traitors in *R.E.B.E.L.S.*

Dr. Light II (Kimiyo Hoshi) — First appearance in *Crisis* #4. In an observatory in Japan Dr. Kimiyo Hoshi was hit with a beam of energy and vanished while observing events on the star Vega with a group of astronomers. She was transformed into the new Dr. Light by The Monitor, presumably trained, and sent back to Earth-1, where she explained to Superman that hundreds of universes had already died. She became a member of the new Justice League formed by Maxwell Lord and served as a member of Justice League International and Justice League Europe before the team was disbanded and the current JLA team arose.

Wildcat II (Yolanda Montez) — Became Wildcat in *Crisis* #6. After many adventures with Infinity, Inc. and a brief solo career, she was killed by Eclipso in the last issue of that villain's comic book.

There are no plans to use any of the original characters created in *Crisis* in future storylines in the DC universe, according to Waid, but "Only time will tell. Unfortunately, they're all losers who didn't show up anywhere," Waid said.

Special thanks to Waid for letting me pick his brain for these tidbits about these characters' whereabouts in the DC universe, as he was leaving on vacation. Happy tanning, Mark.

Charlton heroes come to DC

By Marc Patten

Crisis on Infinite Earths provided an introduction, not only for new characters, but for a group of established heroes, formerly published by Charlton and acquired by DC in the early '80s. ("Previously appeared in" below indicates the pre-DC issue nearest the first DC appearance.) Introduced as the denizens of Earth-4, they included:

Heroes

• Blue Beetle (Ted Kord) — First appearance at DC, *Crisis* #1. Previously appeared in *Americomics Special* #1.

• Captain Atom (Nathaniel Christopher Adam) — First appearance at DC, *Crisis* #6. Previously appeared in *Americomics Special* #1.

• Nightshade (Eve Eden) — First appearance at DC, *Crisis* #6. Previously appeared in *Americomics Special* #1.

• The Question (Vic Sage) — First appearance at DC, *Crisis* #6. Previously appeared in *Americomics Special* #1.

• Judo Master (Rip Jagger) — First appearance at DC, *Crisis* #6. Previously appeared in *Judo Master* #98

• Peacemaker (Christopher Smith) — First appearance at DC, *Crisis* #6. Previously appeared in *Peacemaker* #5.

• Thunderbolt (Peter Canon) — First appearance at DC, *Crisis* #6. Previously appeared in *Thunderbolt* #60.

*A battle cry that hadn't been heard in several years was voiced once more in **Crisis** #6 with the introduction of Captain Atom to the DC universe.*

Villains

• Banshee — First appearance at DC, *Crisis* #9. Previously appeared in *Americomics Special* #1.

• Image — First appearance at DC, *Crisis* #9. Previously appeared in *Captain Atom* #88 (Charlton).

*The Blue Beetle had been introduced to DC readers in **Crisis** #1, while **Crisis** #6 marked the first DC appearance of The Question.*

• Punch and Jewlee — First appearance at DC, *Crisis* #9. Previously appeared in *Captain Atom* #89 (Charlton).

Many Charlton heroes appeared in their own ongoing DC series or mini-series with altered origins but similar powers and costumes.

Some, like Blue Beetle and Captain Atom, became members of Justice League International branches for a number of years.

In addition to a short-lived series, Thunderbolt made a few appearances with JLE, as well.

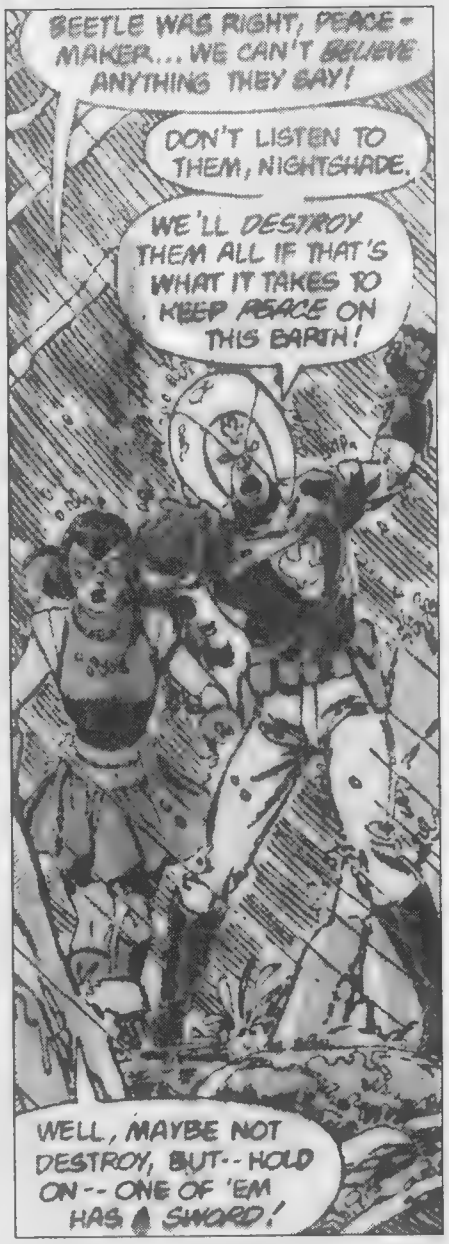
Nightshade appeared with The Suicide Squad (as did villains Punch and Jewlee), often led by Amanda Waller, while the others kept to their own personal adventures.

Occasionally The Peacemaker was used on missions by the covert government action group Checkmate.

The Question last appeared with the current Azrael in 1997.

According to Mark Waid, Image was scheduled to appear in an issue of *Green Lantern*, but, when Len Wein left the series, it never happened.

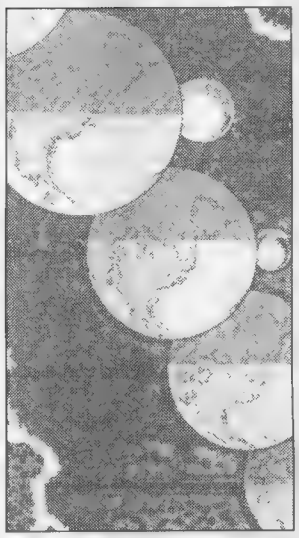
Banshee's only appearance in the DC universe to date is *Crisis* #9. There are plans for a series featuring only the Charlton characters; the proposal has been made to DC's Bob Layton but it hasn't been scheduled yet.



*Nightshade and Peacemaker also joined the DC heroes in **Crisis** #6.*

Between 'Crisis' and 'Zero Hour'

By Jack Abramowitz



Crisis on Infinite Earths: The aftermath

Once upon a time, the heroes of DC inhabited countless parallel universes. The Justice League could be found on Earth-1; the Golden Age Justice Society dwelled on Earth-2. Such Fawcett characters as The Marvel Family were native to Earth-S, while Earth-X was home to Uncle Sam and other characters acquired from Quality. The Crime Syndicate of America came from Earth-Three, while Cary Bates, you, and I supposedly lived on Earth-Prime. But this arrangement was apparently too confusing for new readers. DC, therefore, decided to eliminate it and replace it with an arrangement that was too confusing for *everybody*. The result was the 1985 maxi-series against which all other subsequent "events" have been judged: *Crisis on Infinite Earths*.

The result of the *Crisis* was that the five remaining Earths (1, 2, S, X, and 4 — where Charlton heroes lived) were "smooshed" into one. The resultant Earth was essentially identical to Earth-1 except that there had been super-heroes during World War Two and such "new" heroes as The Blue Beetle were running around.

Rebooting reality

During the period following *Crisis*, things were in a constant state of flux. Characters' lives and histories were frequently "rebooted," causing a terrible domino effect of continuity.

Originally, characters remembered their pre-*Crisis* history. For example, Supergirl died during *Crisis* and was mourned by Superman and Brainiac 5. Then Superman underwent the *Man of Steel* reboot. Supergirl was removed from continuity and later replaced by Matrix from the pocket universe as the current, *non*-Kryptonian Supergirl. Superman's history as Superboy was also eradicated, causing him to be replaced in The Legion by his doppelganger from the aforementioned pocket universe. Legion history was, likewise, rebooted (thanks to Mordru, Glorith, and The Time Trapper), causing the pocket universe Superboy to be replaced by Mon-El or Lar Gand or Valor or M'Onel or Whomever as the inspiration for The Legion. (Laurel Gand/Andromeda was Supergirl's subsequent replacement in Legion continuity.)

Batman's history escaped relatively unscathed, but then-Robin Jason Todd somehow changed from the orphaned son of circus performers slain by Killer Croc to a hoodlum whose father had been slain by Two-Face.

The entire Marvel Family was on hand following *Crisis* but subsequently disappeared. Captain Marvel underwent, not one, but two reboots (in *Shazam!: The New Beginning* and *The Power of Shazam!*, respectively), the second time bringing Mary and Junior with him. Except now Mary also goes by "Captain" and Junior is "CM3."

The post-*Crisis* Question appeared with Blue Beetle but was inconsistent with The Question, who later got his own series. Captain Atom appeared in *DC Comics Presents* in a guise that was later said never to have truly existed. He also

Animal Man had his own crisis in his ongoing series and it cost him his family, at least for a while.

Still around or — Earth-2 may be gone, but there are still plenty of Earths

By Jack Abramowitz

Infinite Earths were destroyed? By definition, "infinite" would imply that there are always more. Even after *Crisis*, there were lots of Earths still around. Here are a few examples:

Crossover Earths: The JLA met the WildC.A.T.S by traveling to an alternate world. Superman visited Madman's Earth. *DC vs. Marvel/Marvel vs. DC*, *Silver Surfer/Green Lantern*, and many other crossovers between those two companies firmly placed them on separate worlds. Definitely more than one universe going on here.

Faux Marvel Earth: Despite the trouble exerted by DC's right hand in trying to establish the pocket-universe Superboy as not exactly being from a parallel universe, the left hand was simultaneously showing Mxyzptlk as a pseudo-Impossible Man to an alternate universe's FF doppelgangers.

Ruined Earth: Chunk, a supporting member of *Flash*'s cast, could teleport people to alternate Earths. They were trashed and uninhabitable but they were definitely there.

Green Cigarette Earth: Animal Man found himself in a parallel world where his wife was less pleasant than the one he had left and there were such strange, new heroes as The Green Cigarette. (There had been a Batman in that world, as well.)

Earth-C: Home of Captain Carrot and his amazing Zoo Crew. "They're not a parallel world," DC tried to explain, "They're a different dimension." Oh, that explains it! All of their parallel worlds survived, as well (Earth C-Minus, Hoppy the Marvel Bunny's world, *etc.*), and the Inferior Five passed through Earth-C looking for Earth-17. Another "dimension"?

*The Legend of Wonder Woman was one of the few post-**Crisis** titles to mention **Crisis** after the fact.*

had a bad reaction with Firestorm's powers that never happened on any other occasion.

Shades of Shade

Shade the Changing Man, original flavor, was a member of The Suicide Squad. Rebooted Shade, Vertigo flavor, has another history for the same individual. (The Vertigo Shade isn't outside the DC universe; he crossed over with John Constantine, who is most definitely DC universe-based.)

Hawkman headaches

And Hawkman. Oh, Hawkman. Hawkman of the Justice League was Katar Hol, even after *Crisis*. Then Katar Hol was rebooted and came to Earth well after his League was disbanded. So who was the JLA's Hawkman? A previously unknown son of the original JSA Hawkman? A Thanagarian spy? No, it was Carter Hall himself, come out of retirement. (My head hurts.)

Reasons for reboots

What caused these reboots? There seemed to be a number of factors.

First, even after *Crisis* hit, the Golden Age Superman, Batman, and Wonder Woman were part of The All-Star Squadron. This was because Mekanique (a tribute to the Maria robot from *Metropolis*, the movie) was sent by Rotwang to hold back the effects of *Crisis*. (How he knew of it and where he got such powerful technology is not clear.) When her mission was done, the robot released the *Crisis* wave. This, no doubt, caused a cascade through time. (Time provided appropriate replacements for the "Big Three" heroes in the forms of Iron Munro, Flying Fox, and Fury.)

Second, Amazons were removed from the time stream. Nobody remembers that the Earth-1 Wonder Woman was also a casualty of *Crisis*. Her mother, Queen Hippolyta, was granted a boon by the gods, who removed the original Amazons from continuity. They were later replaced by the rebooted race in *Wonder Woman* (second series) #1. Wonder Woman first appeared during *Legends*, so her role as a founder of The JLA was retconned to Black Canary.

Third, minds were erased. Originally, the heroes remembered how things had been before *Crisis*. Lyta Trevor, daughter of the now non-existent Earth-2 Wonder Woman, had trouble coping with how she existed. Brainwave Jr. kindly wiped her mind of all memories of what now had never existed.

This appeared to have had some effect, because, several issues later, nobody in Infinity, Inc., had any recollection of the way things had previously been. Soon, nobody remembered the parallel worlds (except for The Psycho Pirate).

A minor 'Crisis'

Finally, there was the "Second Crisis." Animal Man had the distinct honor of being the only post-*Crisis* hero to meet and interact with his pre-*Crisis* counterpart. The worlds were coming back. We got to see The Crime Syndicate and a number of second-stringers reappear, plus a bunch of characters we'd never met before, such as Sunshine Superman and Magic Lantern. (Animal Man then went to Limbo, where he encountered characters awaiting their revamps. The Inferior Five made it out, and Mr. Freeze has done quite nicely for himself. Golden Age Quality's Quicksilver was pictured, but he didn't even get a line. He's now Max Mercury in *Impulse*. Even The Red Bee got another shot, albeit as a ghost, in *Starman*.)

All of this has no doubt had an effect, probably causing the reboots. For example, the Golden Age Superman's presence in World War II kept the modern Superman consistent with his Earth-1 history. Mekanique's releasing of the *Crisis* wave in the 1940s may have snapped the "Superman String," resulting in the delayed appearance of the true post-*Crisis* Man of Steel. We can only guess what domino effect removing the Amazons or the mass post-*Crisis* amnesia may have had on reality.

Reflections of reality

A number of "reflections" of the pre-*Crisis* universe remained. When Superman first met Batman, he reflected how, in another reality, they might have been friends.

Blue Beetle, upon the introduction of Captain Atom, contemplated how familiar he seemed.

Superman hallucinated caped monkeys, horses, and other pre-*Crisis* phenomena (many of which later appeared post-*Crisis* in earnest).

The memories, however vague, of pre-*Crisis* continuity remained hidden in the minds of the heroes.

This is just the tip of the iceberg. This whole paper could be filled with articles explaining the *Crisis*. (Actually, most of it is.)

But this is designed to convey how and why the DC universe remained in a state of disarray from *Crisis* until *Zero Hour* cleared the slates again.

Worlds you haven't missed

By Jack Abramowitz

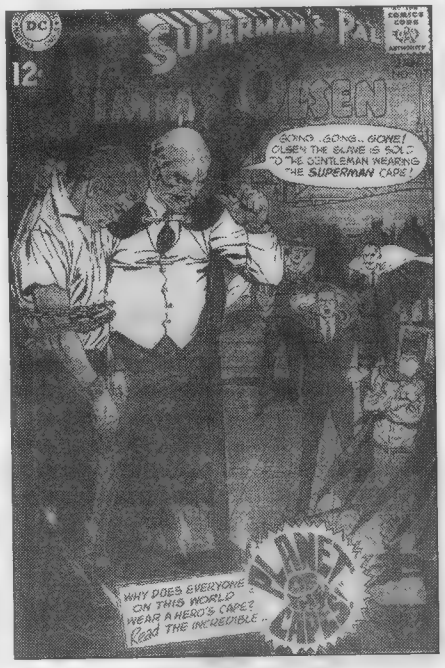
A lot of worlds were destroyed in *Crisis*. Here are some that many were glad to see go:

World of Stone Giants: Early in their career, the original JLA met the inhabitants of an Earth whose natives looked like they all came straight from Easter Island.

World without a Batman: Superman was Bruce Wayne. Why he even needed a Robin was never explained. The Joker was a television comedian without sociopathic tendencies. Yawn. If this world had not been destroyed, it probably would have died of boredom.

World where Superman spent 100 years: On his way to Earth, Kal-El's rocket was shunted into another universe, to a world of cavemen. *Sans* powers, his presence super-evolved them into a futuristic (and ultimately dead) society. He lived to be an old man there, his son ultimately returning him to his universe of origin, where he resumed his infant journey to Earth. (No, this was not an imaginary story!)

Earth-X: Not the home of The Freedom Fighters, this was an earlier world called by the same name. Jimmy Olsen had super powers here and became Steel-Man (based on a fictional character created by author and underworld mastermind Clark Kent). Perry White was a matador, bullfighting being legal on this world.



The Planet of the Capes: Jimmy also stumbled onto this world, where wealthy masters wore capes and slaves went capeless. An alternate universe Jor-El replicated the capes from the visiting Superman, Batman, Robin, and Star Boy of our continuum. (All this just to make that bad "apes" pun?)

Wherever The Super Friends came from: This world was almost identical to Earth-1, except that five heroes used a "Hall of Justice" to train Wendy, Marvin, and Wonder Dog to be super-heroes. Post-*Crisis* Wonder Twins have since appeared, but Wendy, Marv, and the pooch appear to be gone for good.

The Adventures of BUMPKIN BUZZ FLASHBACK SPECIAL

©AND TM 1998 - BRIAN DOUGLAS AHERN

AS I WRITE THIS, AUTUMN LEAVES ARE CHANGING COLOR! BEFORE IT STARTS TO SNOW, LET'S GET IN JUST ONE MORE GAME OF--

CRISIS BADMINTON

STEP ONE: YOU DO NOT PLAY CRISIS BADMINTON WITH A BORING OLD SHUTTLECOCK. YOU USE A REALITY-ALTERING DOOMSDAY BOMB.

UNLIKE ORDINARY BADMINTON, THE OBJECT IS NOT TO SCORE BUT RATHER TO KEEP THE BOMB IN THE AIR AS LONG AS SUPERHUMANLY POSSIBLE.

WITH EACH NEW SERVE, YOU ANNOUNCE THE EARTH ON WHICH YOU ARE PLAYING.

EARTH "C"!

IF YOUR DOOMSDAY BOMB HITS THE GROUND, IT WILL DETONATE.

THE CRISIS THEN ENSUES AS THE BOMB ALTERS REALITY!

THE NEW REALITY TO EMERGE WILL BE MUCH LIKE YOUR OWN, YET SUBTLY DIFFERENT!

A-A MOMENT AGO I WAS ENJOYING A COLD SODA POP--

--AND NOW IT'S A LEMONADE!

OH, PUT MY DRINK DOWN.

ADDITIONAL RULES ARE A REAL PLUS! THE MORE ABSURD THE BETTER.

NET REPRESENTS THE SPACE-TIME CONTINUUM.

GAD! THE DOOMSDAY BOMB HAS PENETRATED THE SPACE-TIME CONTINUUM! TIME OUT!

WHEN PLAYING TEAMS, YOU ARE ALLOWED TO HIT THE DOOMSDAY BOMB BACK AND FORTH AMONGST YOUR OWN TEAMMATES IN ATTEMPT TO GET IT BACK INTO PLAY--

--JUST DON'T LET IT DETONATE!

SCORING: WHOEVER'S SIDE THE BOMB DETONATES ON RECIEVES A DEMERIT POINT. THE FIRST SIDE WITH 24 POINTS LOSES.

I DECREE WHEN THE BOMB GOES THROUGH THE CONTINUUM, THE MULTIVERSE IS DISRUPTED AND WE HAFTA SWITCH SIDES, POINTS, AND IDENTITIES!

THAT'S A DUMB RULE, BUZZ.

JUST GET TO THE OTHER SIDE, SPUNKY.

THINK FAST! IF THE BOMB DETONATES ON YOUR SIDE, YOU CAN REVERSE THE DAMAGES BY SHOUTING OUT THE RESULT OF YOUR REALITY-ALTERATION--

AUNT MAY IS NOW DOCTOR DOOM'S SISTER!

--BUT IT MUST BE IMMEDIATELY UPON BOMB IMPACT!

THIS SHUNTS THE DEMERIT POINT TO YOUR OPPONENT, BUT IT ONLY WORKS ON A PLAY STARTED ON THEIR SERVE.

POINTS CAN EVEN BE ADDED OR SUBTRACTED DEPENDING ON COOLNESS OR LAMENESS OF SUGGESTED "STORY".

THE WHOLE IDEA IS NOT SO MUCH TO WIN AS TO KEEP THE BOMB IN THE AIR SO LONG YOU FORGET WHOSE SERVE IT IS.

EARTH "SASSAFRASS"!

RIDICULE THE CONTINUITY SOUP AND EXERCISE ALL AT THE SAME TIME!

JOIN US NEXT TIME FOR: SERVES YOU RIGHT OR "A WHOLE NEW RACKET"

Oh, So? From Page 24

help celebrate the continuing wonderfulness of comics, please give generously to the Comic Book Legal Defense Fund.

That's all. It's hot. I'm going to go turn up the air and re-read the entire *Sandman* series. And crank the stereo.

*[Names of folks at the **CBG** booth will be found in the indicia each issue.*

You probably got to meet Publisher Claude Chmiel and ad sales staffers Meredith Miller and John Diser. Standing and running around on con floors are the reasons I tend not to wear high-heeled shoes at cons.]

Burt Eaves
4204 Pilon Point
San Diego, CA 92130

This year's San Diego comics con was extra special for me, since I got to meet Chris Ware, creator of *The Acme Novelty Library*.

Having spent too much time in the autograph area, I rushed to the Fantagraphics booth, only to find that he had finished signing and was in the middle of selling some of his art. The person buying the art spoke of what a great fan he was and turned out to be Matt Groening of *The Simpsons*. Chris was very humble and seemed to have trouble believing the praise Groening was giving him. We often forget how the people in our hobby are fans also. Even though Ware had no obligation to sign any more, he told me to follow him to a less crowded area and proceeded to sign all of my comic books. He even drew a sketch for me and thanked me for enjoying his work. I don't think you would get the same response from professional athletes who sell their autographs to their fans.

Jeff Dyer
1003 W. 5th St.
Dubuque, IA 52001

There are some great people in the comic-book industry. I mean, really great.

A few weeks ago, I had a letter printed about Julius Schwartz. I mentioned how disappointed I was that his Wizard World appearance didn't seem to draw much attention from fans. Basically, I asked comics fans to take notice of the living legends (such as Schwartz). To my delight, a few days after that issue's release, I received a photo postcard from him, thanking me for the kind words. He didn't need to do that, and I sure didn't expect it. But it just shows you the class this man has.

I also sent a letter to Kurt Schaffenberger, in response to your recent article about his hospitalization. I thanked him for his wonderful art (which I first experienced in *Shazam!* and *Superboy*). Again, to my surprise, I received a thank-you card. This one was from his wife, Dorothy Schaffenberger. She was extremely kind and also included an autographed card from him. She explained that his surgery had gone well, but his recovery is still going to be a long process. Once again: another example of the wonderful people we have in this industry.

The size of the comic-book business is such that the creators are actually accessible. In what other entertainment medium can fans meet or communicate with their heroes and sometimes get personal responses? For that, we can be thankful the comics industry isn't too large (especially when compared to film, television, or music).

Thank you, Mr. Schwartz and Mr. and Mrs. Schaffenberger. You've brought joy to so many. And you still do.

Frank Antonides
1395 Linda Vista Ave.
Pasadena, CA 91103

I just wanted to thank all of the organizers of the San Diego convention's Golden Age panels for having done a tremendous job. Over the last six years I have been consistently wowed by these events and would like to encourage everyone to attend and support this opportunity to hear the founders of the comics industry tell their stories. This year's guest of honor, Joe Simon, proved to be an extraordinary choice. Besides being a marvelously articulate man full of fun and interesting anecdotes, Joe proved to be as kind a gentleman as you might want to meet.

We need the convention to showcase the Golden Age artists in attendance more visibly throughout the entire show, not just during panels. Golden Age creators sitting unheralded in the Artists Alley is not nearly tribute enough to the collective creative contribution these men and women have made to the field. Perhaps one year the convention's theme could be a celebration of the Golden Age of comics. Come on, San Diego, give this group something special.

Recreating a newsstand of the Golden Age as a backdrop to feature these pioneer artists would be one idea. Get the industry to help finance a booth and/or exhibit and provide the recognition for these creators that they deserve.

Alan Brinson
104 Huntcliff Rd.
New Bern, NC 28560

I know it's no big deal, but I found a mistake in one of your issues. In #1290 in the "Witchblade Sings" paragraph (*Mass o' Media*, page 12) you have "Megadeath's Peter Steele as Ian Nottigham." First, it's not Megadeath, it's Megadeth. Also, Peter Steele is not in the band Megadeth. He's in the band Type O Negative. Thought you might like to know.

[Yikes! No excuses here. We appreciate the correction.]

Dear Mr. Silver Age,

I can't believe that when they rebooted Superman, the new background included Martha being married to a rich department-store owner before she married Jonathan! Why don't today's creators and editors follow the example set by the Silver Age and leave well enough alone?

Kara Z.
Argo City

Mr. Silver Age says: I sympathize, Kara, and I agree with the spirit of your tirade. But when it comes to the facts, I'm afraid we may have some problems. Because, if there's one motto DC *didn't* follow during the Silver Age, it was "Let's leave well enough alone."

In fact, I'm betting that many, many bits of business you accept as gospel aren't really the way they wound up happening by the time people were done fiddling with them. At some point, especially late in the Silver Age, apparently as the Idea Barrel was emptying out, some basic and pivotal plot points were altered for the sake of that month's story.

And since nobody ever went to the trouble of later wiping those stories away, it was up to us fans to act as if they'd never existed and never bring them up. That's a useful attitude to keep handy as you read those classics, because Silver Age comics are riddled with revisions that can make a fan's hair stand on end. Superman comics alone account for, by my rough estimate, several billion of these.

Fortunately, each of the problems is buried inside one issue, making it easy to ignore or forget them. Unfortunately, I've got a lot of those comics, and I'm not shy about exhuming them. So here's your chance to take a really easy Mr. Silver Age True or False pop quiz about Superman's life, focusing this time just on events *until he was adopted*. It's an easy quiz because every statement below, hard as it may be to believe, is False.

1. Jor-El correctly predicted that Krypton would explode, due to a chain reaction in the planet's uranium core.

Sadly, Jor-El was mistaken, according to "The Man Who Destroyed Krypton!" in *Superman* #205 (Apr 68). In that tale, a sinister alien called Black Zero confronted The Man of Steel, speaking Kryptonese. The villain shocked Supes by explaining that BZ had been a saboteur assigned by space pirates to destroy Krypton before it entered the space age and threatened their rule.

Black Zero learned the Science Council didn't believe Zor-El's warning of imminent destruction, so he checked the core himself. He found the Council was right — the chain reaction was dying down. So the dastardly villain shot a nuclear rocket into the core to reignite it. "I'm doing Jor-El a favor!" he chortled. "Making his prediction come true!" He flew away and Krypton went boom.

2. Jor-El and Lara perished on Krypton after sending Kal-El's rocket into space.

Pretty basic, right? Unfortunately, pretty basically wrong, according to "Superboy's Darkest Secret!" in *Superboy* #158 (Jul 69). In that tale, Superboy was shocked to intercept a deep-space message being broadcast by his parents. Tracking it to its source, he found them entombed in a rocket that had turned to kryptonite.

To make a long story short, a prerecorded message from Jor-El explained that Jor suspected a scientist working with them during Krypton's final moments might try to save them by shooting them away in an experimental rocket, even though they had declined his offer.

honored their wish, so Jor and Lara are still floating out there somewhere.

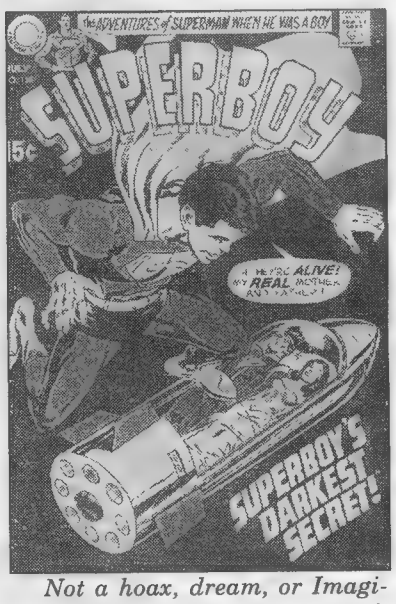
3. Kal-El was a couple years old when he landed on Earth.

Kal learned he was, in fact, at least 102 years old when he landed on Earth, according to "100 Years — Lost, Strayed or Stolen!" in *Action Comics* #370 (Dec 68). Vivid nightmares of his rocket landing in a weird civilization led him to analyze the age of his Kryptonian spaceship. He learned that it was pretty dang old, even though he knew it had been built just before he was placed in it.

"Will I ever solve this mystery?" he pondered. "No!" the caption told us, as the story went on to explain what The Man of Steel would never learn (what a lucky guy). And that was that the blast that had destroyed Krypton had opened a space warp in the cos-

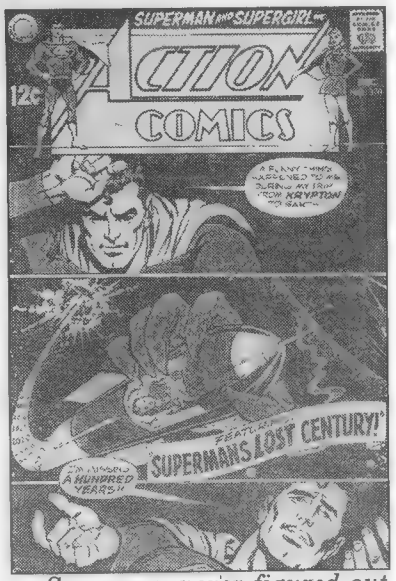
Silver Age Superman: Everything you know is wrong

Superman confronted Black Zero, who didn't mind confessing that Jor-El missed the boat on his prediction that Krypton was gonna explode in ***Superman*** *#205.*



Not a hoax, dream, or Imaginary Story! Jor-El and Lara really were floating in space until Superboy grew to be a teen, as revealed in ***Superboy*** *#158. Brrr.*

The tape revealed that the reason they had refused to go was that Jor had been fatally contaminated with kryptonite radiation while exploring Krypton's core, and he had infected Lara before finding an antidote that had saved Kal. He asked that their bodies not be revived, if someday they were found in space, because they would die, anyway. Superboy



Superman never figured out why his rocket was more than 100 years old, but ***we*** *learned the details — even if we didn't want to — in* ***Action*** *#370.*

Superman lived a full life while living in another cosmos after his rocket ship flew through a space warp. The disconcerting details were shown in ***Action*** *#370.*

Reprint Warning!

Are you for some unknown reason feeling the urge to read these better-forgotten stories but can't find the originals? Not too surprisingly, they don't lead the list of most-reprinted tales. But, amazingly enough, two of the six mentioned here have reappeared, like the bad pennies they are.

- "Superboy's First Foster Parents!" from *Superboy* #133 was reprinted in *Superman Family* #165.
- "Superboy's Darkest Secret!" from *Superboy* #158, perhaps the most amazing one to reprint of all, reared its head again in the *Superboy-Legion* Tempo paperback. So at least it isn't easy to find.

Do you have a favorite better-forgotten story? Did we miss some just charting Kal's trip to Earth? I'm betting we did. So write to *Oh, So?* and tell us! If nothing else, it'll warn us about which comics we really don't want to go looking for.

And who knows? Maybe we'll report on another bundle of these tales in the future so we can shatter a few more of your cherished beliefs about DC heroes. Like how Joe Chill killed the Waynes during a random holdup ...

One warning: Don't write in telling us about Mopee. We're already trying really hard to forget him.

mos' fabric that had pushed Kal-El's ship into another dimension. There he grew to adulthood, married, and had all kinds of adventures for the next 100 years before being de-aged into a baby again and returning through the space warp for reasons I won't spoil here. Aren't you glad you know?

The Kents never got around to telling Clark that he wasn't an only child, as revealed in ***Superboy*** *#108. Hey, it slipped their minds.*

4. Clark was the Kents' only child.

Superboy learned about "The Kent's First Super-Son!" in *Superboy* #108 (Oct 63). He tracked a blonde teen villain, Mighto, to his other-worldly lair, where Superboy was shocked to discover an array of photos and memorabilia indicating Mighto previously had lived with his own foster-parents. But the Kents denied any knowledge of this bozo.

So Superboy super-hypnotized them, and they spilled their guts.

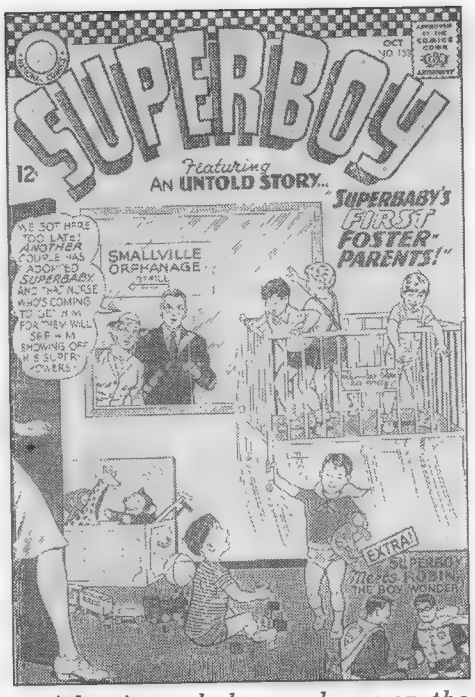
It turned out Mighto was the son of the Kent's handyman, who apparently died in an accident. They adopted him, only to discover he had amazing super powers. After living with the Kents until he was a teen-ager, events turned Mighto evil.

I won't tell you what's really going on, but I will tell you that my favorite part is that, in order to ensure his plans weren't uncovered, Mighto not only hypnotized the Kents into forgetting he'd lived with them for many years, but he also "mass-hypnotized" everyone in Smallville and destroyed his adoption papers and all newspaper records of his existence! Man, do I love the Silver Age!

5. After Kal-El landed on Earth, he was immediately adopted by the Kents.

No doubt to return the favor for Clark's foster-parents adopting a baby before he got there, it turned out that he had also been adopted by another family before the Kents laid claim to him.

It was all revealed in "Superboy's



Adopting a baby you leave on the doorstep the night before takes pinpoint precision, as the Kents learn, when someone else adopts Kal in ***Superboy*** *#133.*

First Foster-Parents!" in *Superboy* #133 (Oct 66). The Kents found Kal and dropped him on the doorstep of the Smallville Orphanage, as usual.

But before they could return to adopt him, he was adopted by "Deacon" Dugan, a con man who masqueraded as a minister in order to be approved for adopting the little tyke.

It turned out that Superbaby was a dead ringer for the richest baby alive, and the Deacon planned to make a switch.

I don't think we need to drop a spoiler warning in here if I reveal that his plan didn't quite work out, and Superbaby wound up back in the orphanage, where the Kents quickly applied to adopt him. Whew.

6. OK, they did some dumb things back then, but at least Superman didn't have some stupid clone created long after the fact that came back to haunt him for a long time the way that dumb Spider-clone did.

Don't bet the rent money on that. And I'm not even talking about that weird sand creature from Qarrm who siphoned off Supe's powers in *Superman* #233 (Jan 71).

He only lasted 10 issues or so, which was a few weeks of Superman's life in comic-book terms. No, we're talking about a Superman clone who lasted years. And years and years and years.

In the three-part novel "The Two Faces of Superman!" in *Superman* #137 (May 60), we learn that, after Jor-El and Lara shot Kal's rocket into space (and apparently after it returned from that 100-year space warp), it glanced off a giant alien space ship.

The blow jarred a ray gun into operation, which created "a duplicate of the rocket and everything inside it, including the tiny infant!„

One rocket landed on the Kent's farm, yadda yadda. The other landed at the mountain retreat of criminal "Wolf" Derek and his wife, Bonnie. Wolf's reaction to seeing a tiny baby crawl out of the rocket was to shoot the kid with a tommy gun. When that failed to make much impact, the pair decided to raise him as their own.

Thus, while the Kents were teaching Clark not to cross against the light, the Dereks were teaching Super-Brat to punch out cops.

The criminals used Super-Brat to help with their robberies. He grew to become the teen-age Super-Bully, who caused Superboy such problems as creating hurricanes in Smallville with his super-breath and (gasp!) trying to steal his dog. But still, Super-Bully kept his presence a secret and didn't try to, oh, take over the world or anything. Not until he became the grown-up Super-Menace did he reveal himself to Superman and lure him into a kryptonite trap. Fortunately, Superman prevailed, and Super-Menace, um, went away (read it to find out how).

But this doesn't negate the fact that throughout Superman's life, from the day he landed on Earth until he was that 29-year-old adult he always was back then, he had a clone wandering around pulling robberies and dissing Krypto. Not a hoax, not a dream, not an Imaginary Story. Scary, huh?

There remains only one saving grace to this "Untold Story" (oh, if only it

Unknown to Superman, he had an exact clone who grew up alongside him and waited many years before confronting him, as shown in ***Superman*** *#137. Does this sound familiar? Nah.*

were), and it is one today's comics creators might keep in mind: The whole thing took place in one issue. So readers who missed it or didn't like it — and I've gotta be thinking that was probably most of us who stopped to think about what it meant for every Superboy story we were ever going to read — didn't have to worry, because another new story was coming next issue.

Silver Age Memories

You're kidding me! ***Adventure Comics*** *is going to replace those cool Congorilla stories with tales about that weird Bizarro World? And the best Bits of Bizarro Business are going to run in the Smallville Mailsack? Oh man, this idea is never going to last! [From* ***Action Comics*** *#277 (Jun 61), across the gutter from that month's Superman's Secret Message from the Supermen of America Club.]*

— Craig Shutt

SUN, OCT 11

Motor City Comic Con, Dearborn, Mich. Final day. See Calendar Notes.

Born on this date:
Bruce Hamilton
Kathryn Mayer
Joe Simon (1915)
Todd R. Reis (1949)
Jim Woodring (1952)
Patrick J. Williams (1958) **40** years ago

MON, OCT 12

Columbus Day — no mail delivery

Thanksgiving Day (Canada)

Born on this date:
Roger Armstrong (1917)
Pat Brady (1947)
Dan Abnett (1965)

TUES, OCT 13

CBG **#1302** ships — our Animation Spectacular issue, featuring coverage of *South Park*, *The Simpsons*, and more.

Born on this date:
Margaret Clark
Ed Magalong
Harry Hershfield (1885)
Robert M. Ingersoll (1952)

WED, OCT 14

Born on this date:
Charlie Williams (1952)
Michael R. Hawkins (1965)
Brandon Peterson (1969)

THURS, OCT 15

Creepy & Eerie with Richard Corben exhibit opens at the Words & Pictures Museum in Northampton, Mass. See Calendar Notes.

Born on this date:
Vince Colletta
Cam Kennedy (1944)

FRI, OCT 16

Born on this date:
Joe Sinnott (1926)
Bob Hall (1944)
Mark Badger (1958) **40** years ago

SAT, OCT 17

Marvel Knights exhibit panel discussion, creator signing, and gallery reception at the Words & Pictures Museum. See museum entry under Continuing This Week in Calendar Notes.

Super-Con III begins in Oakland, Calif. See Calendar Notes.

Born on this date:
Jerry Siegel (1914)
Bill Holbrook (1958) **40** years ago

CBG Calendar Notes

Shows listed are multiple-day, non-mall-show events with the primary focus on comic books. Further information about these and other shows, as well as creator appearances, can be found each week in the *CBG* features *What, Where, and When* and *Now Appearing*.

• **Creepy & Eerie with Richard Corben** exhibit, Oct. 15-January 1999 at the Words & Pictures Museum, in Northampton, Mass. Curated in collaboration with *Heavy Metal* magazine, this exhibit features a wide variety of Corben's work, including paintings which mix oils, acrylics, airbrush, and markers. The exhibit is not intended for children. See entry under Continuing This Week for museum info.

• **Motor City Comic Con**, Oct. 10 and 11 at the Dearborn Civic Center, 15801 Michigan Ave. at Greenfield Rd., Dearborn, Mich. Guests include: Dan Brereton, Mark Crilley, Guy Davis, Adam Hughes, Joe Jusko, and Tim Truman. Hours: Saturday 11 a.m.-7 p.m.; Sunday 11 a.m.-5 p.m. Admission: $8/day; $12/both days. Info: (248) 426-8059.

• **Super-Con III**, Oct. 17 and 18 at the Oakland Convention Center, 10th & Broadway in Oakland, Calif. Guest include Art Adams, Brent Anderson, Sergio Aragonés, Phil Jiminez, Erik Larsen, and Mike Mignola. Info: (916) 485-1887.

Continuing This Week

• **American Dream Gallery**, 72 Walcot St., Bath, United Kingdom. Info: David Currie at 01225 424881. **Current exhibit: 60 Years of Superman** exhibit, through Nov. 30. A retrospective of the career of the world's first super-hero. Includes personal folio art by industry professionals exhibited for the first time.

• **Cartoon Art Museum**, 814 Mission St., San Francisco, CA. Call for updates on current exhibits: (415) CAR-TOON.

• **The Genius of Winsor McCay**, through Dec. 30 at the Ohio State University Cartoon Research Library Reading Room Gallery, 27 West 17th Ave. Mall, Columbus, OH.

• **Humor in a Jugular Vein, An Expanded Exhibition of the Art, Artists, and Artifacts of *Mad* Magazine**, through Nov. 21 at the Columbus College of Art and Design's Joseph V. Canzani Center, 60 Cleveland Ave., Columbus, OH. Items on display are from the collection of Mark J. Cohen and Rose Marie McDaniel.

• **International Museum of Cartoon Art**, 201 Plaza Real, Boca Raton, FL 33432. Call for updates on current exhibits: (561) 391-2200.

• **A Sampling of Chaos** exhibit of comics art, comic books, toys, games, and other Chaos Comics products will be on display through Oct. 23 at the Art Institute of Phoenix Gallery, 2233 W. Dunlap Ave., Phoenix, AZ. A public reception will be held Thursday, Oct. 15, with eight to 10 Chaos artists in attendance to sign comics and visit with guests. Info: (800) 474-2479 or (602) 678-4300.

• **Words & Pictures Museum**, 140 Main St., Northampton, MA. Call for updates on current exhibits: (413) 586-8545. **Current exhibit: Marvel Knights** exhibit of super-hero art by Marvel and Event artists, including Joe Jusko, Jae Lee, Jimmy Palmiotti, Joe Quesada, Mark Texeira, and Bernie Wrightson, through January 1999. The exhibit will showcase work from each of the four Marvel Knights titles: *Black Panther, Daredevil, Inhumans,* and *Punisher,* including covers, interior work, and scripts, as well as such Event comics as *Ash* and *Painkiller Jane*. Most of the creators whose work is on display will appear at the museum Saturday, Oct. 17, for a 10:30 a.m. panel discussion, creator signing 1:30-4:30 p.m., and gallery reception 7-9 p.m. Tickets for the evening reception are $15; $10 for museum members.

New comics scheduled to ship this week

The following information is taken from publisher and distributor solicitations and updates and is as accurate as possible at press time. Check with your local retailer to find out what day new comics go on the shelves. Comics that are delayed or rescheduled will be tracked in future *CBG Calendars*.

Note: ✪ indicates a rescheduled comic book that appeared in a previous *CBG Calendar*.

Archie Comics

Betty & Veronica Digest #100, $1.95

Chaos Comics

Lady Death #10, $2.95

Dark Horse Comics

Buffy the Vampire Slayer: The Dust Waltz TPB, $9.95
Dark Horse Presents #136, $2.95
Fax from Sarajevo TPB, $16.95
Masakazu Katsura's Shadow Lady I: Dangerous Love #1 (of 7), $2.50
Mask: Toys in the Attic #3 (of 4), $2.95
Sin City: Just Another Saturday Night, $2.50
✪ *Star Wars: A New Hope Manga* #3 (of 4), $9.95 (Sep. 6-12)
Star Wars: A New Hope Manga #4 (of 4), $9.95

DC Comics

Animaniacs #43, $1.99
Aquaman #50, $1.99
Babylon 5: The Price of Peace TPB, $9.95
Batman #560, $1.99
Batman: Dark Knight of the Round Table #1 (of 2), $4.95
Batman: The Long Halloween HC, $29.95
Books of Magic #55, $2.50
Green Lantern 3-D #1, $3.95
Hardcore Station #6 (of 6), $2.50
Impulse #43, $2.25
JLA: Year One #12 (of 12), $2.95
Legends of the DC Universe #11, $1.99
Legionnaires #66, $2.50
Minx #3, $2.50
Nightwing #26, $1.99
Resurrection Man #19, $2.50
Scooby-Doo #17, $1.99
Superman Adventures #26, $1.99
Superman: The Dark Side #3 (of 3), $4.95
Superman: Man of Steel #84, $1.99
Superman: War of the Worlds, $5.95
Transmetropolitan #16, $2.50

Gemstone Publishing

Haunt of Fear Annual #5, $13.50
Panic #8, $2.50
Tales from the Crypt #26, $2.50
Valor #3, $2.50

Image Comics

DV8 #23, $2.50
Jim Lee's C•23 #7, $2.50

Marvel Comics

Alpha Flight #17, $1.99
Avengers Forever #1 (of 12), $2.99
Baby's First Deadpool Book, $2.99
Black Panther #2 (two covers), $2.50
✪ *Blade* #3 (of 6), $2.99 (Oct. 4-10)
Dracula: Lord of the Undead #1 (of 3), $2.99
Generation X #45, $1.99
Giant-Sized Spider-Man, $3.99
Iron Man #11, $1.99
Marvel Universe #7, $1.99
Mutant X #3, $1.99
Spider-Girl #3, $1.99
Spider-Man: The Manga #22, $2.99
Supernaturals #2 (of 4), $3.99
Wolverine: Black Rio, $5.99
X-Force/Champions '98, $3.50
X-Men #82, $1.99

Oni Press

Jay & Silent Bob #4 (of 4), $2.95

Topps Comics

Xena, Warrior Princess: Wrath of Hera #2 (of 2) (two covers), $2.95

Viz Communications

Dragonball #8 (of 12), $2.95
Galaxy Express 999 Vol. 1 TPB, $16.95
Inu-Yasha: A Feudal Fairy Tale Part Two #4 (of 9), $3.25
Pulp Vol. 2 #11, $5.95

Publishers

To see your comics listed here, please supply the exact shipping date for each title *as soon as possible*, preferably at least one month ahead of time. Send the information to: Maggie Thompson, CBG Calendar, 700 E. State St., Iola, WI 54990. The same goes for any other announcements, additions, and corrections.

Shipping notes and updates

• **Confirmed shipping:** We have received confirmation that the following titles have shipped and should be available in stores. This reflects shipping information received through Sept. 18.

Anderson: *Absence of Light* #3, $2.50 (Aug)
Avatar: *Threshold* #7 (3 covers), $4.95 (nude ed., $6) (Aug)
Awesome: *Re:Gex* #1, $2.50 (Jun)
Bigger Betty: *James Murphy's August* #1, $2.95 (Aug)
Krane #1, $2.95 (Aug)
Blatant: *Sloth Park* #1, $2.95 (Jun)
Caliber: *Knights of the Round Table*, $3.95 (May)
CPM: *Midnight Panther: School Daze* #5, $2.95 (Aug)
Urotsukidoji: Legend of the Overfiend #2, $2.95 (Aug)
Davdez: *Demon Hunter* #1, $2.50 (Aug)
Vengeful Skye #1, $2.95 (May)
Egmont: *2000 A.D.* #1107-1109, $2.95 (Aug)
Metaphrog: *Strange Weather Lately* #6, $3 (Aug)

• **Sept. 27-Oct. 3:** The following items have been added to publishers' shipping schedules for this week, in addition to those items listed in previous *CBG Calendars*.

Acclaim: *Turok Seeds of Evil* (2 covers), $4.99 (Sep)
Amaze Ink/Slave Labor: *Potential: Unit Three: Mechanisms of Evolution*, $4.95 (Sep)
X-Ray Comics #3, $2.95 (Aug)
Archie: *Pals 'n' Gals Double Digest* #37, $2.95 (Sep. 13-19)
Claypool: *Elvira* #65, $2.50 (Sep)
Crusade: *Shi: Heaven & Earth TPB*, $15.95 (Jun)
Deep Sea: *Reid Fleming: Rogues to Riches TPB*, $13.95 (Aug)
Drawn & Quarterly: *Extended Dream of Mr. D.* #1 (of 3), $3.50 (Aug)
Hyperwerks: *Deity Vol. 2* #1, $2.95 (Sep)
Image: *Automation* #1 (of 3), $2.95 (Sep)
Curse of the Spawn #24, $1.95 (Aug)
A Distant Soil #26, $2.95 (Sep)
Espers: Black Magic TPB, $14.95 (Sep)
Jinx: Torso #1, $3.95 (Aug)
Leave It to Chance #11, $2.95 (Jul)
Savage Dragon #53, $2.50 (Sep)
Spawn #76, $1.95 (Jul)
Mock Man: *H.P. Lovecraft's The Dream-Quest of Unknown Kadath* #4 (of 5), $2.95 (Aug)
Oni: *Whiteout* #3 (of 4), $2.95 (Sep. 13-19)
Red Eye: *Valentine* #4 (of 6), $2.95 (Aug)
Red Ink: *Non* #3, $3 (Sep)
Solson: *Perspective Drawing*, $19.95 (Aug)
Topps: *Xena, Warrior Princess Wrath of Hera* #1 (of 2) (2 covers), $2.95 (Sep. 13-19)

the comics PANEL

This week's panel! (and ???)

STAFF EDITION

A round-robin review of some of today's noteworthy comic books!

Tranquility #1

Dreamsmith Studios, b/w, $2.50

In the near future, the Lunar Exploration and Development Corporation recruits workers for its moon colony with empty promises and keeps wages so low they can't afford to leave. Tranquility is a clone serving as one of the company's brutal Security Operations officers, but she, too, dreams of escape to Earth. By Fred Van Lente and Steve Ellis. Reviewed from a photocopy. ***Scheduled for September release.***

Joyce: The high-tech "company store" trap that is the basis for this series is not unusual in science fiction. There's one problem the first issue fails to address: An underground movement has built a shuttle to send someone to Earth to blow the whistle on the company. If they have access to the materials and the technical smarts to attempt that, why the *heck* hasn't someone just built a transmitter to tell Earth the workers' side of the story?

Possible plot holes aside, the story is intriguing, with an interesting art style (though I'd also like to know why everyone's wearing outsized leg armor from the knees down. Something to do with the gravity, perhaps?) **B.**

John: It's *Aeon Flux* by way of *Total Recall,* with a brief stop at Jimmie (*Amanda and Gunn*) Robinson's (or maybe *Buck Godot*'s) to pick up the talking gun. (Made me miss the talking bomb from *Dark Star*, so nostalgia points there.) *Way* too frenetic yet for the casual reader, but worth keeping an eye on. **C+.**

Brent: Oh joy, yet another tough-female-with-a-gun story. This story has more stereotypical science-fiction elements than one cares to count. The talking gun is kinda funny, but its comments get old halfway through the story. As far as the gun betraying Tranquility, did anyone really expect that it would? The story doesn't generate enough interest to make readers care if the rebels succeed. Give future issues a pass. **D.**

Maggie: The issue's a rarity among a lot of current SF comics in that the art and storytelling are clear enough to provoke the sort of nitpicking in these reviews. For example, there's a panel that apparently using a handprint for ID purposes, but Tranquility operates it successfully with her *gloved* hand.

The point is that the art is good enough that the reader notices the glitch. SF readers have seen some of this plot before — but super-hero comics have a lot in common with each other, too. Entertaining on its own and promising for the future. **B+.**

Panel's grade: C

Oracle: A Trespassers Mystery

Amazing Montage, b/w, 96 pages, $4.95

Tabloid reporter Raymond Fishstamp travels to a small college town to "investigate" a ghost story. Several suspicious happenings lead Fish into an investigation that threatens both his life and that of his new girlfriend, psychic Delphinia "Finn" Morgan. ***Available now.***

Maggie: Actually a prequel to Joe Zabel's *Trespassers* series, this provides the first meeting of Fish and Morgan and takes place in the Ohio University town of Athens.

The idea behind Amazing Montage is to bring "the modern mystery genre to comics." This can be trickier than it sounds, since the art has to be clear (in order to convey visual clues) and convincing in both settings and character designs. Moreover, the storyteller risks herky-jerkey pacing, since the story must combine action (to keep the reader's attention) and often wordy explanations (to tie up the loose ends). It's not easy to pull off, especially when a long story aims at realism (as opposed to, say, solving The Riddler's clues to find out what his next job will be). Zabel is building a solid body of better-than-average whodunnits. **B.**

John: Joe Zabel's been at the forefront of attempts to resuscitate mystery comics for a long time, and he's getting better at the craft with every effort. Unfortunately, the challenge remains that there's just not a huge pool of readers in comics patient enough to follow a methodical investigation by anybody not dressed as a bat. Maybe some Tarantino snappy patter would do the trick next time out?

Not to be forgotten: At 96 pages for $4.95, it's one of the better bargains of the year. **B.**

Brent: Zabel's story has a number of cliffhangers, but not much investigation. The obligatory sex scenes (so integral to a mystery story — just what is he investigating at that point?) are handled well. The story had a contrived ending that reeked of many of the complaints leveled at the fictional detectives at the end of *Murder by Death*. While not up to the caliber of *Ms. Tree*, *Trespassers* mysteries are an interesting diversion from standard super-hero crimefighting. **B.**

Joyce: This is really more of a suspense story than a mystery: Though it contains a mystery, neither the reader nor the main characters get enough information to solve it until a bad guy confesses at the end. Also, the way writer Fish gets caught up in events seems contrived, as he takes an approach to researching a story that is both unprofessional and counterproductive. That aside, it's entertaining and well-drawn. **B-.**

Panel's grade: B

Box Office Poison #10

Antarctic Press, b/w, $2.95

Golden Age creator Irving Flavor is attempting to get what's due him from Zoom Comics, publisher of *Nightstalker*, which Flavor created and had stolen from him. Ed, his assistant, is offered a job by Zoom. ***Available now.***

Joyce: Creator Alex Robinson kindly provides new readers with a short summary of recent events in the series and a line-up of the main characters. Unfortunately, the first page of this issue could lose them right there; it has no apparent connection with anything else in the issue or with the "What goes on" summary in front.

After that, it's easier to follow, with an intriguing story (with a sequence in the subway that's a hoot) and interesting characters. One section is hard to read, though — columns of text are inserted into a sequence of pages, making it hard to make sense of both the main story and the strips of text. This is basically a good series which sometimes suffers from flaws in the presentation. **B.**

Brent: *Box Office Poison* has an interesting take on creators' rights, and this issue sets up several subplots that hopefully will be resolved soon. Will Ed take Zoom's job offer, essentially selling out Mr. Flavor? Will Jane tell Sherman how she feels about him? Will Mr. Flavor get the recognition he deserves? Tune in next issue. Oh, wait, that was inspired by the channel-flipping nature of the opening page. This is a great story and readers are advised to pick up back issues quickly. **A.**

Maggie: Sometimes the series deals with the soap opera of character relationships; sometimes (because of the Zoom storyline and character interests) it offers satire on the comics industry. Neither script nor art are eye-popping or memorable, but the story moves briskly and the storytelling is usually clear. A memorable moment involves a quick glimpse of the Zoom receptionist; there's a convincing real-world feel to the intertwined stories. The upcoming trade paperback of #0-5 is scheduled shortly and would make a great place to start. **B.**

John: If you've been following this series for a while, you know Robinson's story skips around to follow various members of the ensemble — and as they're not equally interesting, each issue is a hit-or-miss affair. While Ed and Irving's story is the most interesting, even staunch foes of big business may find a caricauturish feel to the depiction of Zoom Comics thus far in this series. *Amorality* is one thing, but it's hard to imagine any capitalist system surviving for long if it regularly rewarded actively evil and stupid companies like this. **B-.**

Panel's grade: B+

The 1998 Mr. Silver Age Trivia Challenge

Dear Mr. Silver Age,

Hey, how did the Fans make out this year against the Pros in the annual Pro/Fan Silver Age Trivia Challenge at the Chicago comic convention? Please don't tell me the Fans were pulverized again!

Arthur B.
Gotham City

Mr. Silver Age says: The Fans did considerably better this year, Art, and, in fact, at about the halfway point, it was darn close (Pros: 170, Fans: 140). But then the Pros stopped playing around and poured it on, beating the Fans 840 to 220.

This happened despite Mr. Silver Age's best efforts to find ways to aid the Fans' cause (and keep things interesting) at the end. That included making each question in the Lightning Round worth 40 points apiece and adding an additional 470-point bonus onto the final regular-category question, Letters Columns — a category, I might add, that the Fans requested as time was running out in the competition.

But alas, despite remembering last year's category and allegedly memorizing the letters-page names for more than 60 comics, they overlooked *Captain Action*.

(Rumor has it the Fans have vowed to memorize every page of the Captain's five issues for next year's competition. Sadly, by next year CA will be old news and we'll be loading up on questions about B'wana Beast. Or not.)

The Pro team this year consisted of Chuck Dixon, Tony Isabella, Dan Jurgens, and Mark Waid, while last year's Fan team of Todd Allen, Mike Chary, Matt Holmes, and Sidne Gail Ward returned intact.

Despite the final score, it was a great competition. Everyone walked away entertained and, of course, much more knowledgeable about the important things in life.

How would *you* have done up there on the panel? Take the Trivia Challenge and see! Keep in mind that speed in buzzing in counted as much as knowledge, and you don't have millions (OK, hundreds) of fans watching and waiting for you to screw up.

As Mr. Silver Age is known to say, they're all easy if you know 'em! Give the challenge a try. Just remember — this is not an open-book test. Good luck!

An answer key can be found on Page 105. Don't peek!

POINT VALUES

The **Toss-up** question is open to anyone and is worth **10** points.

Question 1 in each category is worth **10** points.

Question 2 in each category is worth **20** points.

Question 3 in each category is worth **30** points.

Lightning round questions are worth **40** points each.

Famous firsts

TOSS-UP: Who was the first mutant recruited by Professor X?

1. Who was the first person Rick Jones revealed the Hulk's secret identity to?

2. What was the first *Showcase* feature to get its own title?

3. What was the name of the first story to feature Hawkman?

Since Dr. Fate and Hourman never had their own series, they clearly weren't the first characters featured in ***Showcase*** *to receive their own title. Who was?*

Famous first words

(These are the first words ever spoken by this character.)

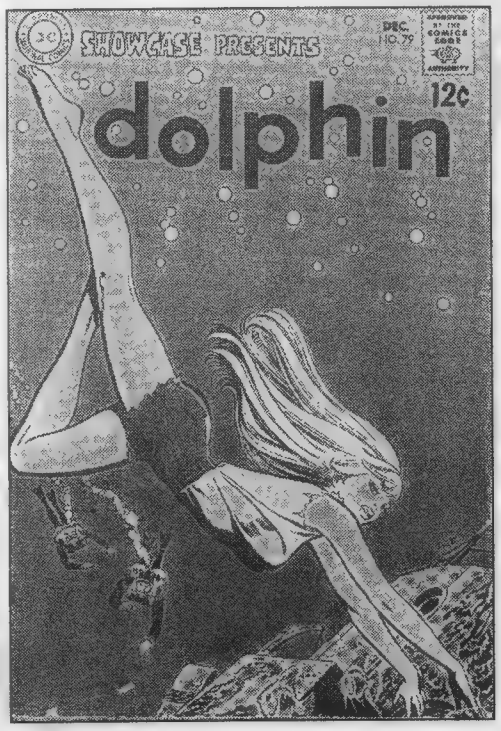
TOSS-UP: "Before I leave for the evening, sir, I thought you might like some freshly brewed coffee."

1. "I could care for him deeply, if only he would show some affection toward me. If even once he would take me in his arms and — and tell me he cares."

2. "But Hank, joining a counter demonstration isn't going to accomplish anything! All you're going to do is make trouble!"

3. "Halt, Krellik! Or we can carve your name on one of those stones with today as the day of death!"

Which of the many, many shy women lusting after heroes entered the Silver Age with the line, "I could care for him deeply, if only he would show some affection toward me!" Here's a big hint: It wasn't Dolphin.



Back-ups

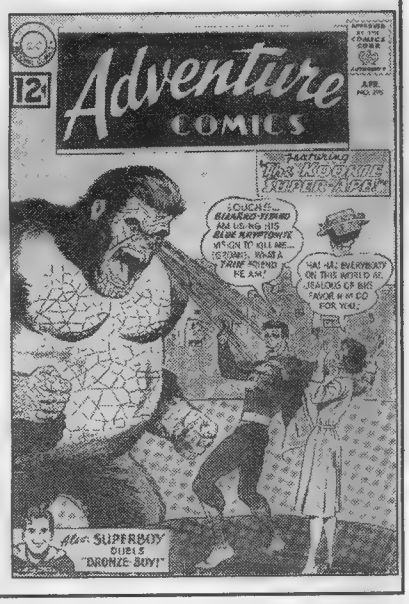
TOSS-UP: What comic book serialized the origin of The Inhumans?

1. What was the name of the reprint series that ran in the back of *World's Finest* in the late 1960s?

2. What was the name of the series of stories in the back of *Tales to Astonish* in which The Wasp told a monster story?

3. What two features did "Tales from the Bizarro World" knock out of *Adventure Comics*?

Much like this trivia contest, Bizarro-Titano's eyes hurt so good. When Bizarro moved into ***Adventure Comics****, what two back-ups had to move out?*



Amazing transformations

TOSS-UP: Who gave Flash the strange feeling he was being turned into a puppet?

1. Who exposed Superman to the red kryptonite that gave him a giant ant's head?

2. What did The Outsider nearly turn Robin into during their battle?

3. What did the unnamed scientist in "This Man, This Monster!" (*FF* #51) use to turn himself into The Thing?

The Thing is a little depressed, but he's not as crabby as he will be after some unnamed scientist turns ***himself*** *into The Thing. What did the guy use?*

Oaths

TOSS-UP: What group that Dr. Strange calls on does he call "Hoary?"

1. What does it say on the side of Thor's hammer?

2. What was the battle cry of the Space Canine Patrol Agents?

3. What's the rest of the Bizarro Code after the first line: "Us Do Opposite of All Earthly Things!"?

If Thor would just stop spinning that darn hammer so fast, maybe you could read what's written on the side of it and pick up a quick 10 points. It'd be worth more if Marvel hadn't used it in ads all summer.

Which came first?

Of these four options, which appeared first in comics?

TOSS-UP: Dr. Alchemy/ Gorilla Grodd/ Pied Piper/ The Turtle

1. The Lizard/ Electro/ The Vulture/ Mysterio

2. Lana Lang meets The Legion/ Superboy meets Mon-El/ Superboy meets Ultra Boy/ Supergirl meets The Legion

3. The Owl/ The Masters of Evil/ The Gray Gargoyle/ Kraven the Hunter

Superboy's thoughts mimic those of the Pros and Fans as they tried to answer this category. Here's a toughie: Did Superboy meet Mon-El before Lana Lang met The Legion?

More famous first words

(These are the first words ever spoken by this character.)

TOSS-UP: "General, you will see my tiny transistors increase the power of this small magnet so tremendously that it will open that locked vault!"

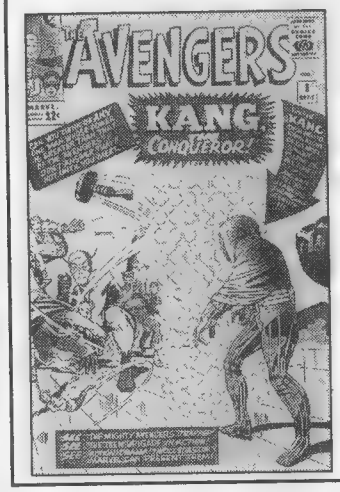
1. "Man, I tell it like it is now! The sound is groovy. It blows my mind."

2. "The legend has come true! By the will of the Gods, I'm alive!"

3. "Look, Lorna, this is no time to talk business. I go on in 15 minutes, and I'm still not made up."

Someone entered the Silver Age with the immortal lines, "Man, I tell it like it is now! The sound is groovy. It blows my mind." Who was it? Here's a hint: It wasn't Black Bolt.

Time travelers



TOSS-UP: The first time they were sent into the past, what was supposed to be retrieved by The Fantastic Four?

1. What was the name of the man who sent Batman into the past?

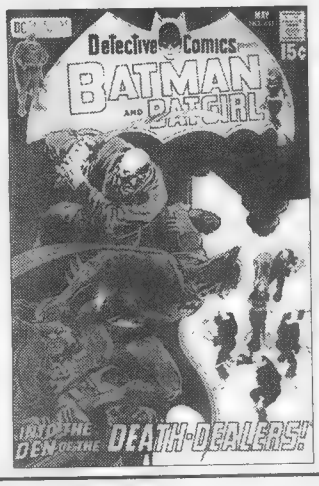
2. In what year did Kang tell the Avengers he was born?

3. What scientist created the Time Pool?

We won't be singing Happy Birthday to Kang for a number of years (and even longer, if that darn Year-2000 deal screws things up). In what year was Kang born?

Lost loves

TOSS-UP: Who was the one big love of Sgt. Fury's life?



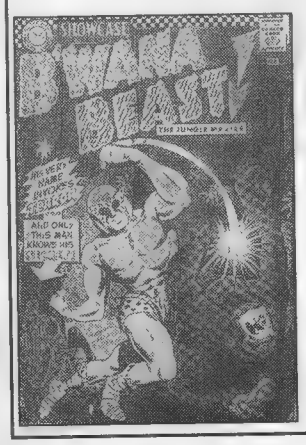
1. After Flash Thompson returned from the war, who was his girlfriend?

2. What name was Superman using when he fell in love with Sally Selwyn?

3. In whose dungeon were they when Batman and Talia first met?

No doubt Bats and Talia have had a chuckle or two about the first time they laid eyes on each other, but it wasn't so funny then. What dastardly villain had captured Talia?

Other names



TOSS-UP: What two things were used to name Mon-El?

1. What is Captain Marvel's secret identity?

2. What is the full name of Nick Fury's friend, Val?

3. What is the real name of B'wana Beast?

Perhaps it's because B'wana Beast's very name invokes terror that neither Pros nor Fans could come up with his real moniker. What is it?

Three IDs

(Under what two identities is this character better known?)

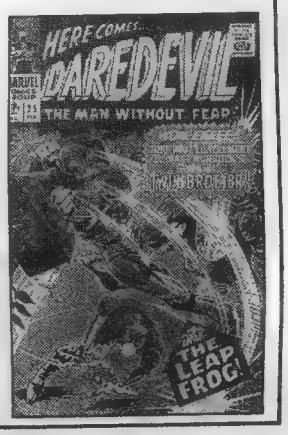
TOSS-UP: Pol Manning

1. Sir Prize

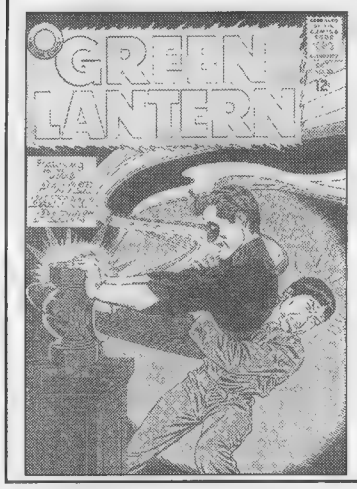
2. The Big Man

3. Dr. Hands

Matt Murdock's twin brother Mike would've enjoyed the Three IDs category.



Assistants



TOSS-UP: What was the name of Carter Hall's museum assistant?

1. Where did Tony Stark meet Happy Hogan?

2. What's the name of Hank Pym's research assistant?

3. What was the name of Ray Palmer's lab assistant?

Assistants often are underpaid and underappreciated, as Thomas Kalmaku can attest. Who were the assistants to Carter Hall, Hank Pym, and Ray Palmer?

Ads

TOSS-UP: Where did Superman entice us to go with free ride tickets?

1. What kind of creature, really, are Sea Monkeys?

2. Who was the artist, besides Norman Rockwell, who was Looking for People Who Like to Draw?

3. What's the name of the company that sold 100 Army Soldiers in their very own footlocker?

Remember those Army men packed in that footlocker? Remember the company that made them? If you do, you can scarf up 30 big points. If you don't, you aren't alone.

More oaths

TOSS-UP: What is the favorite exclamation of Robby Reed?

1. What are the four sentences in the basic Hydra oath?

2. What was the first oath of Green Lantern of Earth-2?

3. What are the two "privileges and gratuities" mentioned on the fancy certificate of membership given to new members of The JLA?

Do you know all four sentences to the Hydra oath? If you do, be careful where you say them. Some people can be cranky about stuff like that.

Letters columns (by request)

TOSS-UP: What was the name of *Hawkman*'s letter column?

1. What was either of the names of the letters column in *Challengers of the Unknown*?

2. What was either name of the letters column in *The Doom Patrol*?

3. What was the name of the letters column in *Captain Action*?

Do you know the name of ***Captain Action****'s letter column? If so, you're doing better than the Fans, and they studied really hard for this category.*

Final lightning round

(Worth 40 points apiece!)

1. By what name do we better know Guy Gilden?

2. What was the profession of Sam Simeon?

3. Who became the fifth member of the Fantastic Four?

4. You have to shake the hand on the statue of what famous person to get into Luthor's Lair?

5. Who rejected the offer from Captain America to join The Avengers in *Avengers* #16?

6. Who is the brother of The Grim Reaper?

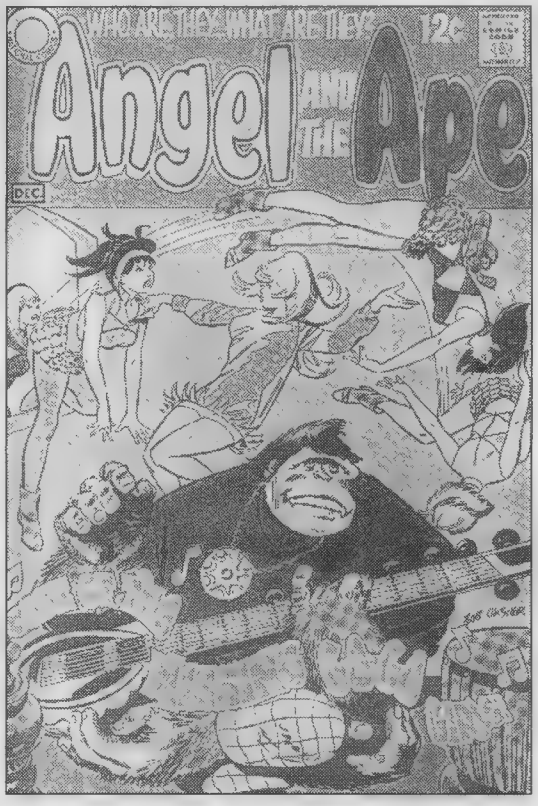
7. Who did Grotesk really kill when we thought he killed Professor X?

8. What was the name of the story in which Reed and Sue got married?

9. Who tried really hard to kill Lightning Lad with a freeze ray?

10. What is the real name of Him?

A word of advice: Don't ask Mark Waid the occupation of Sam Simeon. He'll give you many more details than you really want to know.



All done?
OK, pencils down.
It's time to see how well you did.
The answers are right over here on Page 105.

A perfect score is 1450 points.

If you scored less than 500, don't quit your day job.

If you scored more than 1400, consider getting one.

By Maggie Thompson

• ***Captain America: Sentinel of Liberty Rough Cut*** #1 (Nov 98, Marvel, black and white, $2.99) is plotted by Mark Waid and pencilled by Ron Garney — but the script and ink aren't there, because this is a fascinating view of a comic book in progress. The issue is frozen in time, though slightly out of order; what readers get is what Garney did with Waid's page-by-page plot. Probably in order to help sales (and not confuse potential purchasers even more), the art precedes the plot. (Otherwise, readers would open the issue, find four and a half pages of sideways text, and, conceivably, set it gently back on the shelf.)

What we have is Waid examining an event in Captain America's past, an event following *Captain America* #100. Would-be artists can even play a tryout game with the plot. Given the information Waid gave Garney (for example, "Cap and Agent 13 look at one another with shock. [Now we know who's behind Agent Nine — the RED SKULL. This is his TRADEMARK. If he gains control of the Helicarrier —]"), how would *you* draw the scene? Now look at Garney's work (below) and compare your drawing with his.

• Readers new and old will do themselves a favor by picking up ***Adventure Comics 80-Page Giant*** #1 (Oct 98, DC, $4.95). It's fun, it's self-contained, it's packed with stories which have a beginning, middle, and end, and it features characters with a history in the pages of *Adventure Comics*. Old-timers may grouse at the price. ("When I bought *80-Page Giant* #1, it was only a quarter! This costs *20 times* as much!") Well, yes — but that was also in 1964, when normal comics cost 12¢. Today, normal comics average about $2.50 — so $5 for the 80-pager is right in line.

Paul Kupperberg's editorial places the edition in historical context, providing a quick overview of the 80-pagers and *Adventure Comics* itself. The line-up he chose focuses on *Adventure* features Wonder Woman, Superboy (right), Green Arrow, The Legion of Super-Heroes, Captain Marvel, and Tales of the Bizarro World. And the creators are not necessarily those who are handling some of these storylines in what ongoing titles may contain their adventures.

The stories are, of necessity, almost vignettes — but that's the way comics used to be. Older-timers may recall the fun of *Comic Cavalcade* and *World's Finest* back when those were anthologies — and find that these tales recall the pleasures of such stories. It'd be terrific to find the new 80-pagers getting so much customer support that the era of such anthologies could return, with its discipline of story-telling, the pleasures of variety, and showcase of talent. A look at Howard Keltner's *Golden Age Comic Books Index, 1935-1955* reminds us that the super-hero version of *Cavalcade* ran 29 issues between 1942 and 1948 before it was turned over to humorous features — and *World's Finest* ran 54 issues between 1941 and 1951 in its long format. Wouldn't it be neat if today's market could support such a run of easy-entry storytelling, instead of the one-shot frequency planned for this title?

The entertainment value is strongly reminiscent of those earlier comics: not aimed solely at male readers, not requiring deep knowledge of 30 years of continuity to follow, just good, solid short stories.

ANSWERS

"T" stands for "Toss-up" questions.

Page 102

Famous Firsts

T: Cyclops.
1. Major Glenn Talbot.
2. *Superman's Girlfriend, Lois Lane.*
3. "Creature of a Thousand Shapes!"

Famous First Words

T: Jarvis.
1. Jane Foster.
2. Don Hall (Dove).
3. Captain Action.

Backups

T: *The Mighty Thor.*
1. "Editor's Roundtable."
2. "The (Wonderful) Wasp Tells a Tale!"
3. Aquaman and Congorilla.

Amazing Transformations

T: Abra Kadabra.
1. Superman (*i.e.*, he did it to himself).
2. A coffin.
3. A duplicator machine.

Page 103

Oaths

T: The Hosts of Hoggoth.
1. Whosoever holds this hammer, if he be worthy, shall possess the power of ... Thor!
2. Big Dog, Big Dog, Bow, Wow, Wow! We'll Crush Evil, Now, Now, Now!
3. Us Hate Beauty! Us Love Ugliness! Is Big Crime to Make Anything Perfect on Bizarro World!

Which Came First

T: The Turtle.
1. The Vulture.
2. Lana Lang Meets The Legion.
3. Masters of Evil.

More Famous First Words

T: Tony Stark (Iron Man).
1. Brother Power, The Geek.
2. The Mighty Thor.
3. Boston Brand (Deadman).

Time Travelers

T: Blackbeard's treasure (for Doctor Doom).
1. Professor Carter Nichols.
2. 3000 A.D.
3. Alpheus V. Hyatt.

Lost Loves

T: Pamela Hawley.
1. Sha Shan.
2. Jim White.
3. Doctor Darrk's.

Other Names

T: Monday and the El family.
1. Walter Lawson.
2. Contessa Valentina Allegro de Fontaine.
3. Mike Maxwell.

Three IDs

T: Green Lantern & Hal Jordan.
1. Star Boy & Thom Kallor.
2. Frederick Foswell & Patch.
3. Chop-Chop & Liu Huang.

Page 104

Assistants

T: Mavis Trent.
1. At a racing or speedway event
2. Bill Foster.
3. Enrichetta Negrini.

Ads

T: Palisades Amusement Park.
1. (Saskatchewan) Brine shrimp.
2. Albert Dorne.
3. Josely Co.

More Oaths

T: Sockamagee!
1. Hail Hydra! Immortal Hydra! We shall never die! Cut off one limb and two more shall take its place!
2. And I shall shed my light over dark evil, for the dark things cannot stand the light ... the light of the Green Lantern!
3. A signal device and a golden key (which provides entry to the Secret Sanctum, library, souvenir room, and probably the rest room, although it's not mentioned).

Letters Columns

T: Hawkman's Roost.
1. Challengers Mail Chute/ Let's Chat With The Challs.
2. Patrol Postscripts/ Paging The Doom Patrol.
3. Action Line.

Lightning Round

1. Gold of the Metal Men.
2. A cartoonist.
3. Crystal.
4. Julius Caesar.
5. Namor the Sub-Mariner.
6. Wonder Man.
7. The Changeling.
8. "Bedlam at the Baxter Building."
9. Zaryan.
10. Adam Warlock.

COMIC SHOP DIRECTORY

The following is a listing of comic shops across the country, arranged by state. Be sure to mention that you saw it in CBG!

Retailers listed in bold sell Comics Buyer's Guide in their stores. For information on how you can sell Comics Buyer's Guide in your store contact your Comics Distributor or our Bulk Sales Department at 715-445-2214.

The stores bearing the PACER logo are members of the Professional Association of Comics & Entertainment Retailers.

Stores interested in becoming a PACER member and being listed in this section should call 515-282-8192.

ALABAMA

Comic Shop, The
502 Andrew Jackson Way
Huntsville, AL 35801
205-536-5186
Offering The Best In Comics And Games.

ARIZONA

Lost Dutchman
5811 N. 7th St.
Phoenix, AZ 85014
Phone/FAX: 602-604-9249
E-mail: ldcomics@netzone.com
http://www.netzone.com/~ldcomics/
Store Hours: 10-6pm Daily.
50,000 + Silver Age Comics. Stop By For Coffee.

CALIFORNIA

Ralph's Comic Corner
2379 E. Main Street
Ventura, CA 93003
805-653-2732
Web Page: www.ralphscomiccorner.com
Incredible Selection Of Comics, Old And New; Cards, Games, And More!

CONNECTICUT

Legends Of Superheros
1269 West Main St.
Waterbury, CT 06708
203-756-2440
www.legendsofsuperheros.com
Exit 18 off I-84. Daily 10-7, Wed. 1-8, Closed Sunday.

Sarge's Comics Etc.
124 State Street
New London, CT 06320
860-443-2004 ● FAX: 860-444-6826
E-mail: sarges@uconect.net
http://www.uconect.net/~sarges
Largest Fantasy Store In Northeast! Friendly Gaming Area.

CONNECTICUT

Sarge's Comics Etc.
325 Route 12
Groton, CT 06340
Voice: 860-445-2646
Action Figures, Neil Gaiman Stuff, Anime, Comics, Kung Fu Videos, Sailor-Moon Headquarters

FLORIDA

South Miami Comics
6927 Red Road
Coral Gables, FL 33143
305-665-4020 ● 800-826-3089
Specializing In Superb Quality Golden And Silver Age.

Whiz Bang Collectibles
952 E. Semoran Blvd.
Casselberry, FL 32707
407-260-8869
www.whizbangtoys.com
Toys, Comics, Collectibles - Huge Inventory Of Fine Quality Collectibles. Find Us On The Web.

GEORGIA

Comic Company
1058 Mistletoe Road
Decatur, GA 30033
(404) 248-9846 Tel
(404) 325-2334 Fax
E-mail: mail@comiccompany.com
www.comiccompany.com
Full Service Comic Shop Voted Best of Atlanta 1994-1998

Gallop's Comics & Games
17066 Hwy. 67 South
Statesboro, GA 30458
912-681-2592 ● FAX: 912-871-6522
South Georgia's Largest Comics & Games Store.

ILLINOIS

Atlas Comics, Inc.
4735 N. Cumberland
Norridge, IL 60656
708-453-2110
10 Minutes From O'Hare Airport. Over 100,000 Comics In Stock. Open 7 Days.

Comic Kingdom
5941 West Irving Park Road
Chicago, IL 60634
773-545-2231
Starting Our 27th Year With Over 100,000 Back Issue Comics From 1938 To The Present Currently In Stock.

ILLINOIS

Comic Kingdom II
139 West Prospect Avenue
Mt. Prospect, IL 60056
847-398-6060 ● Fax: 847-398-7038
http://home.earthlink.net/~joesarno/
Chicago's Best Comic Book Store Is Also In The Northwest Suburbs.

Keiths Komix, Inc.
528 S. Roselle Rd.
Schaumburg, IL 60193
847-534-9436
Thousands Of Back Issues! Open 7 Days. Your Full Service Comic Store.

Tomorrow Is Yesterday, Inc.
5600 N. Second St.
Rockford, IL 61111
815-633-0330
Area's Largest Selection Of Comics, Games, Cards And Books. Open 7 Days.

Variety Bookstore
4602 N. Western Ave.
Chicago, IL 60625
773-334-2550
New Comics Every Wednesday! Great Selection Of Back Issues For Collectors. 23 Yrs. Same Location!

INDIANA

Comic Cave
3221 17th Street
Columbus, IN 47201
812-372-8430
comiccave@surf-ici.com
Old And New Comics! Beanie Babies! Magic! Toys! Open Late 7 Days! MC/VISA/NOVUS/AMEX

KANSAS

Elite Comics
11920 W. 119th St.
Shawnee Mission, KS 66213-2216
913-345-9910
E-mail: planet-comics.com

KENTUCKY

Great Escape, The
2433 Bardstown Rd.
Louisville, KY 40205
502-456-2216
Louisville's Only Full Service Comic Book Store.

KENTUCKY

Pac-Rat's Inc.
Greenwood Station
1051 Bryant Way
Bowling Green, KY 42103
502-782-8092
Widest Selection Of Comics Within 50 Miles. Open Every Day.

LOUISIANA

Crescent City Comics & Cards, Inc.
6111 Elysian Fields Ave.
New Orleans, LA 70122
504-286-0039 ● FAX: 504-286-0465
E-mail: CCComics@aol.com
Comics, Sport & Non-Sport Cards, Toys, Magic, Gaming, Videos: Anime & Hong Kong Cinema, CD Soundtracks

MARYLAND

Adventure Comics
1063 Rockville Pike
Rockville, MD 20852
301-251-2888 ● FAX: 301-251-2365
www.erols.com/advcomix/
E-mail: advcomix@erols.com
Maryland's Premiere Comic Book Retailer.

Big Planet Comics
4908 Fairmont Ave.
Bethesda, MD 20814
Widest Selection Of Graphic Novels In The DC Metro Area

MICHIGAN

Amazing Book Store, Inc.
3718 Richfield Rd.
Flint, MI 48506
810-736-3025
Since 1982 Offering Discounts On New And Tons Of Back Issues, Most Independents, Subscription Service.

Comics Archives Inc.
25650 Plymouth Road
Redford, MI 48239
313-937-8860 ● FAX: 313-937-9663
Golden Age To Present Comics, Trading Cards, Action Figures. Most Major Credit Cards Accepted.

Daves Comics & Collectibles
407 S. Washington
Royal Oak, MI 48067
248-548-1230
20+ Years Fair Dealing, Huge Backstock, Discounted New Stuff, Toys, Supplies, Etc. Open All 7 Days!

MINNESOTA

Midway Book & Comic
1579 University Ave. (at Snelling Ave.)
St. Paul, MN 55104
612-644-7605
Golden & Silver Age Comics - Bought & Sold. 32 Years Same Location.

New Millennium Comics
1 W. Diamond Lake Road
Minneapolis, MN 55409
612-825-9798
E-mail:
newmillenniumcomics@juno.com
Comics And Collectibles For The Next Thousand Years.

Nostalgia Zone
3149½ Hennepin Avenue S.
Minneapolis, MN 55408
612-822-2806
E-mail: nostzone@spacestar.net
100,000 Comics For Readers. Specialists In Pre-1974 Collectible Comic Books. Send For Free Catalog!

MISSOURI

Atomic Comics
18 SW 3rd St.
Lees Summit, MO 64063-2325
816-246-0606
E-mail: planet~comics.com

Not Just Comix
339 W. Main Street
Park Hills, MO 63601
573-431-4587
Save 30% On Brand New Comic Books, Gaming, Anime, Sci-Fi, T-Shirts, Etc! Write For Details.

MONTANA

Cosmic Comics
1908 E. 6th Ave.
Helena, MT 59601
406-442-8003
E-mail: cosmic@centric.net
www.centric.net/cosmiccomics
Comics, Role-Playing Games, Trading Card Games, Anime, T-Shirts, Gaming Area.

NEVADA

Alternate Reality Comics
4800 S. Maryland Pkwy. Suite D
Las Vegas, NV 89119
702-736-3673 ● FAX: 702-736-8348
Las Vegas' Oldest Comic Store Where Diversity Is The Focus. Remember, Everyday Is A Good Day To Read Comics!

COMIC SHOP DIRECTORY

NEVADA

PACER

Silver Cactus Comics
560 N. Nellis Blvd., Suite E8/9
Las Vegas, NV 89110
702-438-4408 ● FAX: 702-438-5208
New & Old Comics, Non-Sports Cards, Models, Games, Posters & T-Shirts. MC/VISA/NOVUS/AMEX Accepted.

NEW JERSEY

A Comic Adventure
43 W. Main St.
Somerville, NJ 08876
www.acomicadventure.com
Comics - Old & New, Toys, Cards, Videos, T-Shirts, Models, Posters, Collectibles, And Misc.

Excellent Adventures
72 Hanover Street
Pemberton, NJ 08015
609-894-0255
Specializing In Golden And Silver Age Comics, Captain Action, GI Joe, Mego Dolls And Super Hero Toys. Always Buying Comics And Quality Toys.

Funny Books
182 Hamilton Street
New Brunswick, NJ 08901
732-418-9411
Subscription Service, Back Issues, Comic Art, Cards, Star Wars, & Beatles Collectibles. Always Buying Comics.

Montclair Book Center - Comic HQ
215 Glenridge Ave.
Montclair, NJ 07042
973-783-3630 ● FAX: 973-783-8377
New And Back Issues, Toys, Videos, Cards, Big Comics. History Section. Mail Order.

NEW YORK

Bailey's Comics
237 S. Wellwood Avenue
Lindenhurst, NY 11757
516-225-5085
The world's most interesting comic book store! And a whole lot more!

NEW YORK

Best Comics Distribution Center
252-02 Northern Blvd.
Little Neck, NY 11362
718-279-2099
New, Silver, Golden Age, Trading Cards, And Action Figures. Discounts - Open 7 Days, VISA/MasterCard. Buy & Sell Ltd. Ed. Statues.

Chameleon Comics & Cards
36-59 Main St.
(Near Shea Stadium)
Flushing, NY 11354
718-461-4675
Open Every Day At 11 A.M. State Of The Art Computerized Subscription Service, Up To 40% Off. Accepts Orders Directly From Preview Magazine. Great Selection At Super Low Price.

Chameleon Comics & Cards
3 Maiden Lane
(Near Wall Street Area)
New York, NY 10038
212-587-3411
Computerized Subscription Service, Full Line Of Supplies, Non-Sports And Sports Cards, And Comics From Every Publisher.

Excellent Adventures
110 Milton Ave. (Rte #50)
Ballston Spa, NY 12020
518-884-9498
Specializing In Character Toys And Comic Books From The 1930's To The 1970's. Always Buying Toys And Comics.

Fourth World Comics
33 Route 111
Smithtown, NY 11787
516-366-4440
The Best Comic Store On Long Island.

Long Island Comics
672 Sunrise Hwy.
West Babylon, NY 11704
516-321-4822
Voted #1 Best Comic Store by the "Long Island Voice"; L.I's Largest and Longest Running Comic Book Store!!!

Midtown Comics
200 West 40th Street, 2nd Floor
Times Square
New York, NY 10018
212-302-8192 ● fax 212-302-4775
www.midtowncomics.com
Open 7 Days. SilverAge To The Present, Toys, Statues, Models, Cult Video, Costumes.

NEW YORK

Wizard World, Inc.
51 Rockland Center
Nanuet, NY 10954
914-624-2224 ● FAX: 914-624-1220
Comics - Cards - Games - Toys

OHIO

Bookery Fantasy
16 W. Main Street
Fairborn, OH 45324
937-879-1408 ● FAX: 937-879-9327
www.bookeryfantasy.com
7,000 Sq. Ft. Super Store! Comics 1930s-Present. Movie Posters, RPG's, Collectibles.

British Papermill
5733 Brice Outlet Mall
Columbus, OH 43232
614-577-0220
Comics, Toys, GI Joe, Star Wars, Magic

B & L Comics, Cards & Nostalgia
5591 Ridge Rd.
Parma, OH 44129
440-886-3077
20 Minutes From Rock & Roll Hall Of Fame In Cleveland's Largest Suburb. Large Selection.

Kenmore Komics & Games
1020 Kenmore Blvd.
Akron, OH 44314
PACER
330-745-5530
One of NE Ohio's Finest Comic And Game Specialty Stores For Selection, Service, And Satisfaction.

PENNSYLVANIA

Fat Jack's Comicrypt
2006 Sansom Street
Philadelphia, PA 19103
215-963-0788
Philadelphia's Premier Comics Establishment. Three Locations Serving You. Largest Back Issue Selection In Delaware Valley.

TENNESSEE

Great Escape, The
Gallatin Road At Old Hickory Blvd.
Madison, TN 37115
615-865-8052
Comics, CDs, Records, Tapes, Video Games, Movies, Cards, Gaming, Toys, Comic-Related Items. Open Daily.

Great Escape, The
1925 Broadway
Nashville, TN 37203
615-327-0646
Comics, CDs, Records, Tapes, Video Games, Videos, Baseball Cards, Gaming, Toys, Science Fiction, Non-Sports Cards.

TEXAS

Dragons Lair Comics & Fantasy
616 W. 34th Street
Austin, TX 78705
PACER
512-454-2399
Comics! Games! Anime! Miniatures And Supplies. Cats & Corgies (For Petting Only).

TEXAS

Good Time Charlies
114 W. Knox
Ennis, TX 75119
972-875-9737
Two Floors Of Collectibles From The 1930s To Present. 40,000+ New And Back Issue Comics. Our 8th Year.

Houston's Favorite Game And Comics Emporium
2005 Southwest Freeway (US-59)
Houston, TX 77098-4805
713-520-8700
Role-Playing Games, Family Games, Historic Games, Card Games, New And Back-Issue Comics, Magazines, And More!

Nan's Games and Comics, Too!
2011 Southwest Freeway (US-59)
Houston, TX 77098-4805
713-520-8700
New And Back-Issue Comics, Comic Supplies, Trade Paperbacks, Figurines, PVC's, Collectibles, Cards, Games, Japanimation Video

VIRGINIA

Amazing Fantasy
14346 Warwick Blvd. Suite 444
Newport News, VA 23602
Comics, Cards, Action Figures, Beenie Babies, Starting Lineup, Diecast Cars.

This section features listings for retail comics stores around the world. Traveling comics collectors of all types search for new stores to dig through on their vacations, business trips, etc. Advertise your establishment here, including approximately ten words of miscellaneous description, for only $3.50 an issue. You can buy this space in increments of 26 or 52 issues, for $91.00 or $182.00 respectively. Send in your store name, address, phone number, and approximately ten words of description, along with your payment. If you stock Comics Buyer's Guide we'll put your listing in boldface type.

☐ **1 year $182.00** (52 issues) ☐ **6 months $91.00** (26 issues)

Send your listing with payment to: Comics Buyer's Guide
700 E. State St., Iola, WI 54990-0001 or call 715-445-2214

Name: _____

Contact person: (This will not appear in the listing) _____

Address: _____

City: _____ **State:** _____ **Zip:** _____

Phone: _____ **FAX:** _____ **Do you carry Comics Buyer's Guide in your store?** _____

Description: _____

SUPER TRADERS

Super Trader ads are available for $110.00 each. Super Traders are designed by the advertiser on 8-1/2" x 8-1/2" paper. We reduce the ad to 5" x 5" size. Super Trader ads are a low cost form of advertising. Because of this, CBG does not typeset, screen photos, add logos, artwork or credit card symbols to Super Trader ads.

WANT LISTS WANTED

Give us the opportunity,
and we'll send you a two-dollar bill — free.

You read it right, no strings attached.
Send your list and we'll try to find your "wants."

ACME SEARCH COMICS
www.acmesearchcomics.com

From Golden Age to Present — Let us search for you.
2633 LINCOLN BOULEVARD #214 SANTA MONICA, CALIFORNIA 90405

CARDS!

FREE Shipping!

CBG Customer Service Award 1994

UNOPENED BOXES

DISCOVER NOVUS / VISA — No Fee!

GAMING

Aliens/Predator Booster $52
Aliens/Predator Starter $53
Babylon 5 Booster $29
Babylon 5 Starter $63
Babylon 5 Shadows $28
Battletech: Mercenaries $46
DC Overpower Booster $13
Doomtown #3 Combo $71
Dr. Who Booster $29
Dragonball Z Booster $60
Dragonball Z Starter $49
Highlandr Gathering Bstr $42
Jyhad Boosters $11
Jyhad Starters $14
L5R: Scor. Clan I Boost. $25
L5R: Time/Void Starter $69
Magic: 5th Booster $60
Magic: Exodus Booster $64
Magic: Ice Age Booster $58
Magic: Mirage Booster $60
Magic: Stronghold Bstr. $61
Magic: Tempest Booster $60

GAMING

Magic: Visions Booster $96
Magic: Weatherlight $62
Marvel Monum. Booster $29
Marvel Overpwer Classic $45
Marvel Overpwer Boostr $13
Marvel Overpower IQ $59
Marvel OP Miss. Control $13
Marvel OP Powersurge $19
Mid. Earth Unlim. Boost. $58
Mid. Earth White Hand $54
Rage: Unlimited Booster $10
Vampire: Starter $35
Vampire: Dark Sover. $39
Xena Booster $65

COMIC/NON-SPORT

Amalgam Comics $19
Babylon 5 Series IV $58
Battlestar Galactica $29
Beanie Baby Cards $40
Beavis & Butthead (Ultra) $35
Bloom County/ Outland $17
Boris II $17

D.C. Legends Chrome $19
D.C. vs. Marvel $19
Godzilla Movie(Inkworks) $46

COMIC/NON-SPORT

Godzilla Movie (JPP) $50
Hildebrant, Tim $39
Lady Death IV $53
Marv Masterpiece '94 $24
Marvel Metal $47
Marvel Motion $29
Marvel Premium QFX $17
Marvel X-Men Timelines $36
Marvel Vs. Wildstorm $29
Olivia I $49
Sailor Moon Prismatic $39
Spiderman Ultra '97 $29
Star Trek DS9 Profiles $37
Star Trek Original Ser. II $76
Star Wars Galaxy II or III $25
Star Wars 3-D $119
Xena (Topps) $59
X-Men Ultra '95 $30
X-Men Chromium $29

POTOMAC DISTRIBUTION
(703) 883-3999
FAX: (703) 883-3997
8480-D TYCO ROAD
VIENNA, VA 22182
E-MAIL: POTDIST@CAIS.COM

Price Updates Instantly!
- Internet World-Wide Web Pages at http://www cais.net/potomac
- 24 hour Fax-on-Demand system (703) 883-3998. Docs #8572 & #8573.
- Automatic weekly price updates via email Just send us your email address

VISA / MasterCard / DISCOVER NOVUS — No Fees!

TERMS: Ad placed 06/22/98
1) **Minimum order - $100.00**
2) No shipping fee in cont US
3) Fed Ex 3 Day - add $3 00
4) Visa/Mastercard/Discover accepted - no fee
5) C.O D Cash .- add $4.75
6) Checks-2 weeks to clear
7) Prices subject to change.
8) All sales final
9) Hours 10 - 5 EST Mon-Fri

EVENTS
(From Page 69)

289-7398

Oct 23-25 NY, Middletown. Comic Book & Sports Card Show, Galleria at Crystal Run Exit 4 W, I-84 & Exit 120 Rt. 17, SH: mall hrs., T: 48-8', F: $150. for 1, $280. for 2, A: free. Marty Leibowitz, 7 Jonathan Ln., Poughkeepsie, NY 12603. PH: 914-473-7165 eves

Oct 25 NY, Brooklyn. Comic Book, BB Cards, Beanies Babies, Toys & Collectibles Show, Temple Hillel of Flatlands. 2164 Ralph Ave. (at Ave. L), SH: 10am-5pm, T: 50-8', F: $40. for 1, $75. for 2, A: free. Sunrise Prods., Scotty O'Donnell, PO Box 340625 Ryder Stn., Brooklyn, NY 11234. PH: 718-251-2075 or 241-6477.

Oct 31 NY, New York City. Comic Book, Sports Cards & Memorabilia Show, St. Illuminators Cathedral. 221 E. 27th St , btw. 2nd & 83rd Ave., SH: 10am-4pm, T: 25-8', F: $40., A: $1. Edmond Elmokian, 18 Oakland Ave., W. Hempstead, NY 11552. PH: 516-564-9319.

Oct 31-Nov 1 NY, Yonkers. Comic Book & Sports Card Show, Mall at Cross County. 750 Central Ave., SH: 10am-6pm, T: 40-8', F: $125., A: free. Steve Tepper, 57-65 59th St., Maspeth, NY 11378. PH: 718-894-5310 or 516-379-8300.

Nov 1 NY, Massapequa-LI. Wizards Extravaganza Comic Books, Toys & Card Show, Elks Lodge. Veterans Blvd., behind Massapequa Railroad Station, SH: 10am-4pm, T: 60, A: $2. Wizard Collectibles, Valerie Becker, PH: 516-731-2509

Nov 1 NY, Syracuse. Collectorfest, State Fairgrounds. State Fair Blvd., Rt. 690, Exit 7, enter Gate 2, SH: 10am-4pm, T: 150, A: $3., under 10 free. Central NY Promos., Lyn Lake, 35 Hubbard St. Apt. 1, Cortland, NY 13045. PH: 607-753-8580.

Nov 6 NY, Brooklyn. Fri. Nite Comic Book, Sports Card, Non-Sports Card, Toys, Action Figure & Collectibles Show, St. Dominics Church. 20th Ave. & Bayridge Pky. (75 St.), SH: 6pm-10pm, T: 50-9', F: $40. for 1, $75. for 2, A: free. Sunrise Prods., Scotty O'Donnell, PO Box 340625 Ryder Stn., Brooklyn, NY 11234. PH: 718-251-2075 or 241-6477.

Nov 6-8 NY, Niagara Falls. Collector Mania, Convention Ctr. 405 4th St., SH: Fri. 5pm-9pm, Sat. & Sun. 10am-4pm, T: 500-8', F: $125. for 1, $225. for 2, $300. for 3, A: $4. Allan George, 101 Harvest Rd., Fairport, NY 14450. PH: 716-248-2987 or 342-7040.

Nov 7 NY, Sayville-LI. Comic Book, Action Figures & Non-Sports Card Show, Attias Indoor Flea Market. 5750 Sunrise Hwy. & Broadway, SH: 10am-5pm, T: 30, A: free. Paul DeCarlo, PH: 516-289-7398.

NORTH DAKOTA

Oct 31-Nov 1 ND, Fargo. Comic Book, Toys, & Sports Card Show #40, Holiday Inn. 13th Ave. S. & I-29, SH: Sat. 10am-5pm, Sun. 11am-4:30pm, T: 42, F: $35. for 1, $30. ea. for 2 or more. Kevin Bergson, PH: 701-235-2562 during reg bus. hours.

OHIO

Oct 10-11 OH, Middleburg Hts. Comic Book & Sports Card Show, Tri-City Senior Ctr. 16699 E Bagley Rd., SH: 10am-5pm, T: 55-6', F: $55. for 1, $45. ea. add'l., A: $1.50, 10 & under free. L&K Promotions, Kris Herman, PH: 330-677-9675.

Oct 11 OH, Dayton. Comic Book Show, Holiday Inn. I-75, Exit 44 (near Dayton Mall), SH: 10am-4pm, T: 6', F: $40. for 1, $35. ea. for 2 or more, A: $2., under 12 free. Brian Livingston, 8702 Monsanto Dr., Cincinnati, OH 45231. PH: 513-522-1231.

Oct 18 OH, Canton. Comic Con, Sheraton Inn. I-77 at Exit 109 (Everhard Rd.), SH: 10am-4pm, T: 28-8', F: $50., A: $2., 6 & under free. Jeff Harper, 5220 Loma Linda NE, Canton, OH 44714. PH: 330-499-6056.

Oct 18 OH, Cincinnati. Comic Book Show, Drawbridge Estate. On Buttermilk Pike, I-75, Exit 186, SH: 10am-4pm, T: 6', F: $40. for 1, $35. ea. for 2 or more, A: $2., 12 & under free. Brian Livingston, 8702 Monsanto Dr., Cincinnati, OH 45231. PH: 513-522-1231.

OKLAHOMA

Oct 16-18 OK, Tulsa. Comic Book Show. Adam's Mark Hotel. 100 E. 2nd, SH: Fri. 11am-3pm, Sat. 8am-3pm, Sun. 8am-6pm, T: 105, F: $200., A: $15. Wizard's Asylum Comics & Games, 7165 S. Mingo, Tulsa, OK 74133. PH: 918-250-2077.

PENNSYLVANIA

Oct 9-11 PA, Stroudsburg. Comic Book, Toys & Sport Collectibles Show, Stroud Mall. Rt. 611, T: 6' & 8', F: $80.-$100. Two Brothers Collectibles, PH: 717-603-1208.

Oct 10 PA, Langhorne. Comic Book, Sports Card & Toy Show, Sheraton Bucks County. Oxford Valley Rd., SH: 9am-3pm, T: 60-6', F: $40., A: free. Greg Petrino, 93 Grant Dr., Holland, PA 18966. PH: 215-968-8577 or Eric Poppel, PH: 215-579-0731

Oct 10-11 PA, Allentown. Collectable Super Show, Merchant's Square. S. 12th & Vultee St. (1 mi. off I-78, Exit 18), SH: Sat. 10am-4pm, Sun. 10am-3pm. K&S Promotions, PH: 201-261-8803 or 261-4982.

Oct 11 PA, Harrisburg. Comic Book, Magic & Non-Sports Card Show, Sheraton Hotel. East Park Dr. off Exit 29, I-83, SH: 10am-4pm, T: 30-6', F: $45. for 1st, $30. for 2nd, $25. ea. add'l., A: $1. Comicquest, Tom Jones, 1328 Chestnut St., Emmaus, PA 18049. PH: 610-966-0199.

Oct 18 PA, Philadelphia. Comic-Con, Stadium Holiday Inn. 10th St. & Packer Ave., SH: 10am-4pm, T: 45, F: $60., A: $3. Derek Woywood, 10 Chelsea Cir., Clementon, NJ 08021. PH: 609-782-0817.

Oct 25 PA, State College. Comic Book, Toy & Magic Tournament, Celebration Hall. Off Rt. 26, E. College Ave., SH: 10am-5pm, T: 20-6', F: $65., A: $3. Jodia Promotions, Joseph Figured, RR 2, Box 904, Cogan Station, PA 17728. PH: 717-494-1551.

Oct 25 PA, Reading. Comic Book, Magic & Non-Sports Card Show, Sheraton Berkshire. Rt. 422 at the Paper Mill Rd. Exit, SH: 10am-4pm, T: 30-6', F: $50. for 1st, $30. for 2nd, $25. ea. add'l., A: $1. Comicquest, Tom Jones, 1328 Chestnut St., Emmaus, PA 18049. PH: 610-966-9660 or 966-0199.

Oct 30-Nov 1 PA, Connellsville. Comic Book & Sports Card Show, Laurel Mall. Rt. 119, SH: mall hrs., F: $50. for 1, $80. for 2, $100. for 3. Tony Haley, PH: 724-529-7966.

Nov 1 PA, Pittsburgh. 3 Rivers Comic Con, Holiday Inn-Greentree. 401 Holiday Dr., I-279 to Exit 4 off Mansfield Ave., SH: 10am-4pm, T: 28-8', F: $50., A: $2., 6 & under free. Jeff Harper, 5220 Loma Linda NE, Canton, OH 44714. PH: 330-499-6056

RHODE ISLAND

Oct 18 RI, Pawtucket. Comic Book & Toy Spectacular Show, Comfort Inn. 2 George St., SH: 10am-4pm, F: $50., A: $2. Primate Promos., PH: 978-388-6576.

TENNESSEE

Oct 10 TN, Murfreesboro. Comic Book, Sports Card & Toy Show, Ramada Limited. I-24, Exit 81-B, SH: 8am-4:30pm, T: 45-6', F: $25., A: free. John McGill, 1315 W. Northfield, Murfreesboro, TN 37129. PH: 615-893-1140.

Oct 18 TN, Nashville. Toy & Comic Book Show, Days Inn Airport. 1 Int'l. Plaza Briley Pky., SH: 9am-4pm, T: 50, F: $50., A: $2. Comic City, 4110 Gallatin Rd., Nashville, TN 37216. PH: 615-262-0908.

Nov 7 TN, Chattanooga. Antique & Collectible Toy & Doll Show, Convention Centers, North Hall. SH: 9am-4pm, T: 200, A: $4., $1. ages 6-12. Southeastern Collectible Expo, 1819 Peeler Rd., Vale, NC 28168. PH: 704-276-1670.

TEXAS

Oct 10-11 TX, Houston. Nostalgia Promotions Collectors Show, Holiday Inn. 7787 Katy Fwy., I-10 W. at Silber Rd. Exit, SH: 10am-4pm, T: 50, F: $50. ea per day, A: $3., $1. children 12 & under. Nostalgia Promotions, Andy Mingle, 5300 Desoto #301, Houston, TX 77091. PH: 713-263-8804.

Oct 11 TX, Dallas. Comic Book-N-Toy Mini-Fest, Holiday Inn Select. 11350 LBJ Fwy. at Jupiter Rd., SH: 10am-4pm. PH: 903-675-4670.

Oct 18 TX, El Paso. Comic Book & Toy Show, Quality Inn. I-10 at Geronimo, SH: 9am-5pm, T: 34-8'. Art Wagner, 3814 Mobile Ave., El Paso, TX 79930. PH: 915-564-4757 or 532-2040.

Nov 1 TX, El Paso. Comic Book & Toy Show, Quality Inn. I-10 at Geronimo, SH: 9am-5pm, T: 34-8'. Art Wagner, 3814 Mobile Ave., El Paso, TX 79930. PH: 915-564-4757 or 532-2040.

VIRGINIA

Oct 10-11 VA, Virginia Beach. Antique & Collectible Toy & Doll Show, Pavilion. SH: Sat. 10am-4pm, Sun. 11am-3pm, T: 150, A: $4., $1. ages 6-12. Southeastern Collectible Expo, 1819 Peeler Rd., Vale, NC 28168. PH: 704-276-1670.

Oct 11 VA, Tysons Corner-McLean. Monthly Comic Book, Magic, Toy & Trading Card Show, Tysons Corner Westpark Hotel. 8401 Westpark Dr., take Exit 10 (Rt. 7 W.) off I-495 (Washington, DC area), SH: 10am-4pm, T: 90-6', F: $65. for 1st, $60. for 2nd, $55. ea. add'l., A: $2., under 5 free. Capital Associates, Inc., Jeffrey Rocen, 7952 Arden Ct., Vienna, VA 22027. PH: 703-912-1993.

Oct 31-Nov 1 VA, Virginia Beach. Collectors Mart, Pembroke Mall Intersection of Independence & VA Beach Blvds., SH: Sat. 10am-9pm, Sun. 12:30pm-5:30pm, T: 95-8', F: $120.-$140., A: free. Larry Webster, 4406 Holland Rd., VA Beach, VA 23452. PH: 757-486-0215.

Nov 1 VA, Tysons Corner-McLean. Monthly Comic Book, Magic Toy & Trading Card Show, Tysons Corner Westpark Hotel. 8401 Westpark Dr., take Exit 10 (Rt. 7 W.) off I-495 (Washington, DC area), SH: 10am-4pm, T: 90-6', F: $65. for 1st, $60. for 2nd, $55. ea. add'l., A: $2., under 5 free. Capital Associates, Inc., Jeffrey Rocen, 7952 Arden Ct., Vienna, VA 22027. PH: 703-912-1993.

WASHINGTON

Oct 10-11 WA, Kirkland. Comic Book, Sports Cards & Coll. Show, Totem Lake Mall. Exit 20B E. off I-405, SH: Sat. 10am-6pm, Sun. 11am-5pm, T: 60, Twin Oaks Sports Shows, Ron & Barb Oakden, 1242 State Ave. Ste. I-214, Marysville, WA 98270. PH: 360-653-5527.

Oct 10-11 WA, Kennewick. Comic Book, Sports Card & Coll. Show, Columbia Center Mall. 556 Columbia Ctr., SH: Sat. 10am-9pm, Sun. 11am-6pm, T: 40. Twin Oaks Sport Shows, Ron & Barb Oakden, 1242 State Ave. Ste. I-214, Marysville, WA 98270. PH: 360-653-5527.

Oct 17-18 WA, Spokane. Comic Book, Sports Card & Coll. Show, Franklin Park Mall. 5628 N. Division, SH: Sat. 10am-8pm, Sun. 11am-5pm, T: 40. Twin Oaks Sportshows, Ron & Barb Oakden, 1242 State Ave. Ste. I-214, Marysville, WA 98270. PH: 360-653-5527.

Oct 23-25 WA, Federal Way. Comic Book, Sports Card & Coll. Show, SeaTac Mall. Exit 143 off I-5, SH: Fri. & Sat. 10am-9pm Sun. 11am-6pm, T: 65. Twin Oaks Sport Shows, Ron & Barb Oakden, 1242 State Ave. Ste. I-214, Marysville, WA 98270. PH: 360-653-5527.

WISCONSIN

Oct 18 WI, Kenosha. Comic Book, Sports Card, Game & Beanie Baby Show, Best Western Hotel. I-94 & Hwy. 50, SH: 9am-4pm, T: 24-8', F: $22., A: 50¢. Slamdunk Sports Cards, Bill White, PH: 414-843-4147 or 694-8422.

SUPER TRADERS

Super Trader ads are available for $110.00 each. Super Traders are designed by the advertiser on 8-1/2" x 8-1/2" paper. We reduce the ad to 5" x 5" size. Super Trader ads are a low cost form of advertising. Because of this, CBG does not typeset, screen photos, add logos, artwork or credit card symbols to Super Trader ads.

For COMICS BUYER'S GUIDE Advertising Information Call:

John Diser (715) 445-4612, ext. 232
Meredith Miller (715) 445-4612, ext. 438
Kevin Novak (715) 445-4612, ext. 781

Credit Card Customers Place Classified Words Ads TOLL FREE
1-800-942-0673
7:00 a.m. - 7:00 p.m. Weekdays CST

To Subscribe to COMICS BUYER'S GUIDE Call 715-445-2214 ext. 257

DEALERS WANTED: a highly advertized show with low table rent...

COOL STUFF
COMICS & COLLECTIBLES SHOW
MADISON, WI.
4th Annual — *$1.00 Admission* — *10am - 4pm*
SUNDAY NOVEMBER 8th — *10am - 4pm*
QUALITY INN HOTEL SOUTH-- 4916 E BROADWAY
(conveniently located just off Interstate 90 & Hwy.12 & 18)

100 Tables of collectibles featuring... Comics, Cards, CCG's, Star Wars/Trek, Toys, Games, T.V., Movie, Rock & Roll Memorabilia & a large variety other Pop Culture Collectibles*. Door prizes every hour and a lot more!
For more info. call Lisa at (920)623-0111 or visit http://clever.net/backintime/backintime.htm

Or stop in and visit us at....
COOL STUFF COLLECTIBLES
111 N Ludington Ave. Columbus WI 53925 (920) 623-0111 // Open:Tue.- Sat.: 12:00- 5:00
Visit our Collectibles Cyberstore 24 hrs a day.... http://clever.net/backintime/backintime.htm

STORE CLOSING (DEC. 1 st.) COMIC CLEARANCE SALE...
We have over 20,000 Comics priced to go-- UP TO 75% + OFF GUIDE..... mail or e-mail us your want list

COMICS & COMIC RELATED
INCREDIBLE HULK #2 VG+...$450.00 #4 FN....$325.00.
SPIDERMAN #1 PLATINUM. NM....$125.00
BONANZA #1 FN- ...$80 00
H.R. PUFNSTUF FN- $40.00
FAUST #1 NM-.....$30 00
Superman Costume-'50's Ben Cooper in Box...$250.00
50 Annv.Ltd. GOLD Litho Set-Signd D Sprang-$500.00 set
Batman Returns Ltd. Print Set(2) by Bob Cane ...$75 00 set
Batman Uncut Flicker Sheet '66...$125 00
Batman and Me H.C Signed/ # by Bob Kane..$50.00
Marvel Super Heroes 6 Ring Set '77 M...$15.00 set
Spiderman & Fantastic 4 Brd Game ('77 M.B.)...$45.00
Lone Ranger Hand painted Cel (comes with C.O.A.) ...$100.00
Crow Litho's- Ltd. Edit. Auto. by J.O'Barr- $30.00 ea/ 6-$150.00
Crow Artist Proof from above Ltd. Edit. Series (w/C.O.A).$250.00

DISNEY
Disneyland Grand Opening original Artwork....$500.00
Fantasia Ceramic piece (movie opening spel) ..$250.00
Honorary Member Cert. (80's gold embssed)...$60.00
Australia Limited Poster & Sticker Set ('90's)...$70.00
Mick & D.Duck Vellum Prod Sketch ('30's ??)...call
1930's Post Toasties Micky Mouse Cutouts ..$35.00 each

TRADING CARDS
Civil War News '63 (84 of 88 + 2 monies)--$400.00
Rat Patrol '66 Topps, Complete NM $140.00
ESB B.King/Coke-'80, Compl. M. Set..$25.00
WACKY PACK STICKERS- SELLING & TRADING..call

T.V. & MOVIE
Davy Crockett Playsuit 1950's (in box).....$200.00
Roy Rogers YOYO (early '50's Radio Show premium).....$25.00
Lone Ranger Target Game ('36 Morton Salt premium)... .... $150 00
Lone Ranger Dept. Kit ('80 Cheerios prem) NM/Unpnchd.....$30 00
Fred Flinstone Matching Prod. Cel & Sketch (70's).... .$450.00 pair
Hanna Barbara Cels & Sketches (Flintstones, Scooby, Astro .) Call
Smurf Anmtn. Prod. Cels & Sketches (70's). $10 .. $25 ea.
Dukes of Hazzard St.Steel. Musical Watch ('81) MIB . ..$25.00
Martian Leader- Talking-MIP-... ..... $30 00

STAR WARS
X-Wing Fighter- '78- 12/back, MOC (unpnchd)...$135 00
Tie Fighter- '78-12/back, MOC (unpunched).....$135.00
ESB X-Wing Fighter.M in Ex. box. $140.00
Obscene C3PO #207 Mint...$30.00
Off. Ltd. Lifesize YODA Maq. (Illusive Concpts). $ 700.00
Limited Edt. Boba Fett Maquette-Autographed(w/C.O.A.). $ 250.00
Star Wars Coins- Ltd Edition. (U.K '94 Promo)..-set of 3-$10.00

*[**Editor's Note:** Items for this feature, which lists appearances in comics stores and lecture halls — **not conventions** — of writers, artists, and editors should be submitted **as far in advance as possible**.*

*We need your information **at least two weeks in advance of the signing** to have a sporting chance of getting it in.*

*The notices must be written — **we cannot take these by telephone** — and kept brief, preferably in the format used here. Send to **Now Appearing**, c/o **Comics Buyer's Guide**, 700 E. State St., Iola, Wis. 54990 or fax it (again c/o **CBG**) to (715) 445-4087.*

***Please note:** This is a free service.]*

October 3

Dan Parent (writer and artist of Archie Comics) at Dewey's Comic City, 19A Waverly Place, Madison, **New Jersey** 07940, from 1 to 3 p.m.

Mark Texeira (artist of *Black Panther*), **Jimmy Palmiotti** (artist of *Daredevil* and *Punisher*), **Joe Jusko** (cover artist of *Punisher*), and **Amanda Conner** (artist of *Vampirella*) at Dreamland Comics, 1455 W. Schaumburg Rd., Schaumburg, **Illinois** 60194, from 11 a.m. to 12:30 p.m.

October 10

Ron Frenz, Pat Olliffe, and **Tom DeFalco** (creative team of Marvel2 line) at Amazing Fantasy, 582 Torrence Ave., Calumet City, **Illinois**. Call (708) 891-2260 for times.

Ron Frenz, Pat Olliffe, and **Tom DeFalco** (creative team of Marvel2 line) at Amazing Fantasy, 47 E. Lincoln Hwy., Frankfort, **Illinois**. Call (815) 469-5092 for times.

October 11

Ron Frenz, Pat Olliffe, and **Tom DeFalco** (creative team of Marvel2 line) at Amazing Fantasy, 1211 E. 9th St., Lockport, **Illinois**. Call (815) 834-1658 for times.

Ron Frenz, Pat Olliffe, and **Tom DeFalco** (creative team of Marvel2 line) at Amazing Fantasy, 15948 S. Harlem, Tinley Park, **Illinois**. Call (708) 633-0837 for times.

October 15

Brian Pulido, Steven Hughes, Jason Jensen, and several Chaos artists at The Art Institute of Phoenix, 2233 W. Dunlap Ave., Phoenix, **Arizona** 85021. Call (800) 474-2479 for times.

October 16

Sharon Scott, Steve Firchow, and **Mark Prudeaux** (creative team of *More Than Mortal: Sagas*) at Acme Comics & Collectibles, 1788 Hamilton Blvd., Sioux City, **Iowa** from 7:30 to 8:30 p.m.

October 17

Kevin Smith, Joe Quesada, and **Jimmy Palmiotti** (*Daredevil*); **Christopher Priest** and **Mark Texeira** (*Black Panther*); **Joe Jusko, Christopher Golden**, and **Tom Sniegoski** (*Punisher*); and **Paul Jenkins** and **Jae Lee** (*Inhumans*) at Words & Pictures Museum, 140 Main St., Northampton, **Massachusetts**, beginning at 10:30 a.m.

Sharon Scott, Steve Firchow, and **Mark Prudeaux** (creative team of *More Than Mortal: Sagas*) at Acme Comics & Collectibles, 1788 Hamilton Blvd., Sioux City, **Iowa** from noon to 2 p.m.

October 21

Neil Vokes (artist of *Superman 3-D* #1 and *Untold Tales of Spider-Man: Strange Encounter*) at Steve's Comic Relief, 12 Heritage Square, Delran, **New Jersey** from 6 to 8 p.m.

October 24

Neil Vokes (artist of *Superman 3-D* #1 and *Untold Tales of Spider-Man: Strange Encounter*) at Steve's Comic Relief, 165 Mercer Mall, Lawrenceville, **New Jersey** from 11 a.m. to 1 p.m.

Neil Vokes (artist of *Superman 3-D* #1 and *Untold Tales of Spider-Man: Strange Encounter*) at Steve's Comic Relief, 1231 Stella Pkwy., Plaza Rt. 166, Toms River, **New Jersey** from 3 to 5 p.m.

October 28

Neil Vokes (artist of *Superman 3-D* #1 and *Untold Tales of Spider-Man: Strange Encounter*) at Steve's Comic Relief, 4153 Woerner Ave., Levittown, **Pennsylvania** from 6 to 8 p.m.

Tom Grindberg (artist of various Superman titles) at Steve's Comic Relief, 165 Mercer Mall, Lawrenceville, **New Jersey** from 6 to 8 p.m.

October 31

Tom Grindberg (artist of various Superman titles) at Steve's Comic Relief, 1231 Stella Pkwy., Plaza Rt. 166, Toms River, **New Jersey** from 11 a.m. to 1 p.m. and from 3 to 5 p.m.

November 21

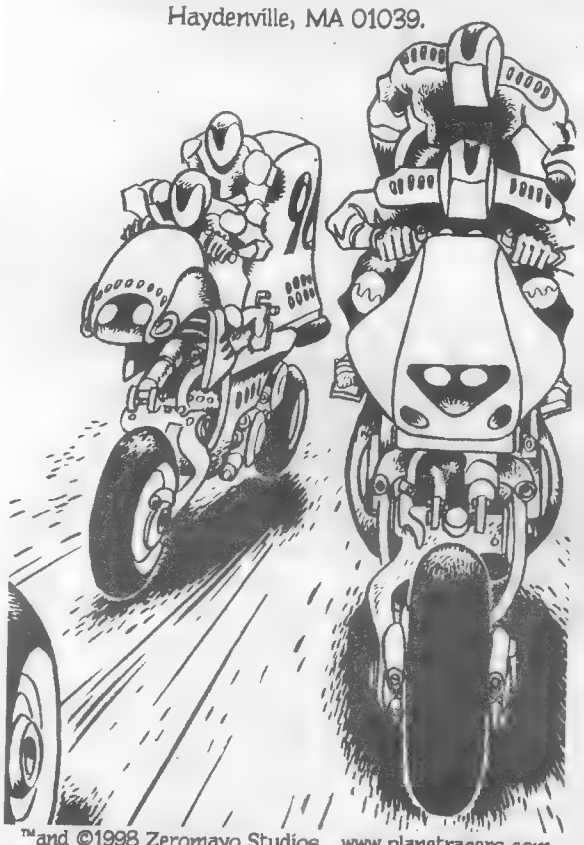
Chris Bachalo (artist of *Uncanny X-Men*) at David's Comic Book Store, 25422 Trabuco, #101, Lake Forest, **California** from noon to 3 p.m.

TRADERS

Trader ads are available for $41.00 each. Traders are designed by the advertiser on 8-1/2" x 8-1/2" paper. We reduce the ad to 3-1/4" x 3-1/4" size. Trader ads are a low cost form of advertising. Because of this, CBG does not typeset, screen photos, add logos, artwork or credit card symbols to Trader ads.

PLANET RACERS™

Galaxy-spanning race action in a 276-page graphic novel by Jim Lawson and Peter Laird (co-creator of the TEENAGE MUTANT NINJA TURTLES). Single copies US $14.95 plus $5.00 shipping and handling. Massachusetts residents add 5% sales tax. Send check or money order to:
Zeromayo Studios, P.O. Box 417
Haydenville, MA 01039.



™and ©1998 Zeromayo Studios www.planetracers.com

BT & WD GILES
PO Box 271
Keithville, La 71047
Phone 318-925-6654

Please send $4.00 post & hand. 3 day return priviledge for refund of purchase price. However, items must be received by us in the same condition as sent. PRICES SUBJECT TO CHANGE TO REFLECT NEW PRICE GUIDE. For list of books (thousands) not on ad, send legal size envelope with 78¢ postage.

Green Lantern (2nd)		Harvey Hits		Hero for Hire	
8 F-	68.00	24 F-VF	29.00	1 F+	10.00
7 F-	74.00	Haunt of Fear		1 VF	19.50
9 Poor	13.00	13 VG-	48.60	Hi & Lois	
11 G	17.00	15 (52) VG-F	67.50	683 VG	4.50
12 VG	34.00	16 (52) G	27.00	683 G	2.25
14 VF	97.50	16,17 (52) F-	89.00	Holiday Comics(Star	
16,20,18 VG	30.00	22 VG F	42.50	2 G+	32.00
18 F	45.00	24 F-VF	63.00	4 Fair	12.60
22,23,26VG-F	34.00	25 F-VF	65.50	Hollywood Funny Folk	
24 VGex1SAD	20.00	Hawkman (1st)		16,17 Fair	6.00
27,29 F	41.00	7 G+	10.00	19,22 Poor	4.25
28 VG	27.00	9 G	7.50	21 G-VG	12.75
3. G	11.00	10 VG-F	19.00	23 G	8.50
35 VG	22.00	12 VG	11.30	37 C S&D	4.25
34 NMexsmssbc	74.00	12 F	17.00	39 G-VG	12.75
35 F	30.00	16 F-VF	22.00	41 F	21.50
40 G-VG	62.00	Henry 15 G-VG	2.50	46 VG	14.30
49 VG-F	17.50	24,25,27,28,		Homer Happy Ghost	
49,50 VG	14.00	VG-F	4.00	11 VG	8.50
Others Available		27 VG	3.00	Hooded Horseman	
Gunfighters (Super)		27 F	4.50	23 (52) VG	13.00
18 F-VF	5.00	31 G-VG	1.65	Hopalong Cassidy	
Gumps (Bridgeport)		28,31 VF ex		69 G	6.50
4 VFexST c	17.00	SmSS c	5.00	70 VG	13.00
Gunsmoke		31,33-36 VG	2.20	70 VG-F	16.25
FC720 VG	12.80	34 F-VF exSSc	2.50	12 BCM Poor	8.00
844 VG-F	16.00	35 F	3.30	70 F exSSc	16.25
6,7 F	19.00	41,45,46,50		House of Mystery	
8 VG	14.00	VG-F	2.50	67 VG-F	18.75
8 F	22.00	49,50 F	2.80	97 G	7.50
21 VG	11.00	Henry Aldridge		115 G	6.50
Gypsy Colt		8 VG-F	6.25	117 G	6.00
568 G+	4.00	13,16-21 VG	3.60	House of Secrets	
568 VG	7.20	12-16,19,22 F	5.50	7 VG-F	43.75
HAHA 33 G	5.35	13,14,19 VG-F	4.50	11 F	47.00
68 Poor-fair	2.55	13,14,16,18,		11 PMNS Poor	8.00
66 VG+	9.50	G-VG	2.70	26 G	9.50
66,79 G	4.25	12,14,19 VF	13.00	36 F ex1SAD	15.00
Hansel & Gretel		14,21 G	1.80	47 VG-FexCD	11.25
590 VG	11.00	Harcules (Char)		50 G	7.50
590 VG-F	14.00	6 F-VF	5.25	94 F	5.50
Happy Comics		11 VF	7.00	Howdy Doody	
39 G+	4.50	Hearththrobs 92	10.00	4 VG-	32.50
				Howdy Doody cont	
				17 VG	20.00
				17 F-VF	50.00
				17 F	30.00
				19 VG-F	25.00
				30 VF-NM	78.00
				30,37 VG-F	22.50
				30,37,33 VG	18.00
				35 G	9.00
				30,35,37 F	26.00
				Huckleberry Hound	
				35 VG	4.00
				Humphrey	
				VG-F	23.75
				I Love Lucy	
				535 NM ex SSc cutting error	48.00
				559 VG	60.00
				3,5 VG	34.00
				4,5 F	52.00
				4 F-VF	87.00
				5 G-VG	25.50
				6 VG-F	35.00
				6 F	41.00
				7 VG	28.00
				10 Poor	7.00
				13 F	30.00
				16 G	10.00
				Impact	
				1 G	14.50
				Incredible Hulk	
				4	293.00
				105 VF	34.00
				104 F	18.75
				106 F-VF	25.00
				105,106 F	15.75
				108 VG	10.40
				109 F	10.50
				111 F	8.70
				117 VF	19.00
				118 F	7.80
				119,121 F	6.00
				126 F	6.75

SILVER LINE COMICS

P.O.Box 326 Arrington,TN 37014

CHRISTMAS IS COMING — IS GETTING FAT

BUY ALL 48 *HEAVY* ISSUES & DEDUCT $180 OFF TOTAL — FREE BONUS: FLASH #118 *AND* #120!

RESERVE BOOKS @ (615)395-4563 — FREE SHIPPING&HANDLING

105	F	$895	123	NM	$1050	139	NM	$105
106	F	$295	124	NM	$100	140	NM	$100
107	F	$165	125	NM	$100	141	NM	$70
108	NM	$580	126	NM	$100	142	NM	$70
109	NM	$420	127	NM	$100	143	NM	$70
110	F	$260	128	NM	$100	144	NM	$70
111	VF	$145	129	NM	$225	145	NM	$70
112	NM	$360	130	NM	$100	146	NM	$70
113	NM	$295	131	NM	$100	147	NM	$70
114	NM	$225	132	NM	$100	148	NM	$70
115	NM	$175	133	NM	$100	149	F	$20
116	VF	$135	134	NM	$100	150	NM	$70
117	NM	$235	135	NM	$100	151	VF	$60
119	NM	$175	136	NM	$100	152	NM	$50
121	NM	$125	137	NM	$350	153	NM	$50
122	NM	$125	138	NM	$100	154	NM	$50

THE BOOK BARN

We Have A Warehouse With

3128 S. Main
Joplin, MO 64804
417-782-2778
Fax:417-782-0024

200,000 Comics Available For You!

- ✓ Choose any comics from the last 15 years with an OVERSTREET price of $5.00 or less.
- ✓ List equal # of alternatives. Please list comics in alpha/numeric order just like OVERSTREET. Don't cherry-pick. We will not sell you 50 copies of X-Men #281. We will however be happy to sell you 1 each of Silver Surfer 2-120 that are $5.00 or lower.
- ✓ We Reserve the right to limit quantities.
- ✓ Postage: Please add $3.00 + .03 per comic for shipping.
- ✓ Please allow 1-3 weeks for processing and delivery.

Thank You!

59¢

We accept all major credit cards. Include the expiration date. Checks or money orders accepted: Checks take 2 weeks to clear. Please provide street address as most orders are shipped UPS. Missouri residents add 6.435% sales tax.

Since 1980 COMICS!

BOOKBARN@prodigy.net

Lady Pendragon #1

Double-signed Lady Pendragon #1 is here! And anyone placing an order online or by mail from the October 1998 Previews will receive a copy signed by Matt Hawkins (writer) and John Stinsman (artist) ABSOLUTELY FREE!

WORLD COMICS

Cool offers, great prices, unbeatable service. Call or email today to see why World Comics is your best source for new comics and related merchandise.

www.worldcomics.com
1-800-700-1825

Danger Girl/Darkchylde Special

1 each of the following 33 comics only $225!

Danger Girl #1 regular
Danger Girl #1 Tour Book (5,000)
Danger Girl #1 Amer. Ent. var.
Danger Girl #2 regular
Danger Girl #2 GOLD Ltd. Ed.
Danger Girl #2 Dangerchrome
Danger Girl Collected #1
Darkchylde #1/2 regular, black var. and GOLD logo variants
Darkchylde #0 regular
Darkchylde #0 D.F. variant
Darkchylde #0 D.F. GOLD var.
Darkchylde #1 Remaster
Darkchylde #2 regular
Darkchylde #2 variant
Darkchylde #3 regular
Darkchylde #4 regular
Darkchylde #5 regular
Darkchylde #5 D.F. var.
Darkchylde #5 rare B&W promo
Darkchylde Diary #1 regular
Darkchylde Diary #1 var.
Darkchylde 1998 Preview
Darkchylde Legacy Preview Chicago Con DF var.
Above in Platinum
Darkchylde Legacy Preview DF Brown Cover GOLD
Darkchylde Legacy #1 regular
Above in Darkchrome
Darkchylde Swim Illust.
Above Am. Ent. variant
Above Dynamic Forces var.
Above DF GOLD variant

VISA, MC & Discover o.k. 5% discount for money orders. Please enclose 35 plus 15¢ per comic postage/handling.

WILL HERTZBERG
900 Foxtail Dr. • Corona, CA 91720
(909) 736-2852 • FAX (909) 735-6005

MISC. GOLDEN AGE S-Z. TERRY'S COMICS

SUPER MYSTERY COMICS V7#1 FN(OffReg) $29, V7#2 G $20, V7#3 G-$28, V8#5 G $14,	#16 VG $18,	TRUE COMICS #7 VF $28, #82 GVG $12,
SUPERSNIPE COMICS V1#10 FA/G $26, V4#11VG $24, V3#11 GVG $16,	TERRY & THE COMICS Large Featr #6 PR $16, #17 G $12, #27 FN $14,	TRUE SPORT PIC. STOR. V2#3 FN- $34, V2#11 GVG $16, V2#12 G+ $15,
TAILSPIN nn G(Ss) $22,	TIP TOP COMICS #25 GVG $48, #128 VG 44,	VALOR #4 VG $22,
TARGET COMICS V3#6GVG $54, V4#7 PR $4, V4#9 VG $20,V4#11VG+$20 V4#12 VG $22, V5#3 G $8, V5#5 G+ $12, V6#1 G- $10, V6#2 VG- $12, V6#3 G $6, V6#4 G+$7,V6#5VG/FN $30 V6#8 G+ $6, V7#2 FA/G $6 V7#11 VG $8, V8#3 VG $10 V8#6 G+ $9, V8#8 G+ $9, V9#2 FA $3,	THREE-D COMICS ADVENTURES IN #1 FN $30	VARIETY COMICS #1 FN $39
	THRILLING ADV STAMPS #1 PR $10, #5 FA $14,	WAR HEROES (DELL) #3 FN $28, #3 VG $20, #4 GVG $25, #6 FN $28, #9 GVG $10
	THRILLING COMICS #43 VG/FN $45, #52 FA $15, #65 G+ $36,	WONDER BOY #17 GVG(PhanLdy) $35,
	T-MAN #18 G+ $10, #26 G+ $10,	WITTY COMICS #2 VG $20
	TONY TRENT #3 VG $13,	YOUNG KING COLE V1#1 FA $18,V3#1 GVG $14 V3#7 VG $30,
	TOP-NOTCH LAUGH #30 G+ $65, #33 FA/G $36	ZIP JET #2 GVG $45, #2 VG $60
	TOP SECRETS #2 G $21, V1#8 VG- $24, V1#8 FN $38,	ZIP COMICS #4 FA $55, #39 Cfo $17,
TARZAN #6 G+ $28, #36 VG $15, GIANT #4 G $8, TERRIFIC (WONDER BOY)	TREASURE COMICS #1 GVG $29, #3 VG $ 16,	

[illegible] CARD ACCEPTED — CA RESIDENTS ADD 7.25% SALES TAX.
SATISFACTION GUARANTEED WITH A 10 DAY RETURN POLICY

TERRY O'NEILL — #220 — PLEASE ADD $5.00 FOR SHIPPING
P.O. BOX 471 — GBG:1300 — COSTS. BEST TIME TO CALL 4-9PM PST.
ATWOOD, CA. 92811-0471 — PHONE: (714)288-8993 FAX: (714)288-8992

COMICS BUYER'S GUIDE

Mystery Comic Contest #3

Can you identify the exact comic book in which the panel below first appeared? If so, you could win a copy of **COMIC BOOK SUPERSTARS!** Simply send a post-card with your name, address, and the title and issue number where the panel below first appeared to **CBG Mystery #3, 700 E. State St., Iola, WI 54990.** One winner will be selected from correct entries received by contest's end, exactly one month after this issue's cover date!

Here's a legally necessary hint: This panel ™ and © Dargaud Editeur.

TRADERS

Trader ads are available for $41.00 each. Traders are designed by the advertiser on 8-1/2" x 8-1/2" paper. We reduce the ad to 3-1/4" x 3-1/4" size. Trader ads are a low cost form of advertising. Because of this, CBG does not typeset, screen photos, add logos, artwork or credit card symbols to Trader ads.

TOMORROW'S TREASURES AD #393

GOLDEN AGE — [516] 543 - 5737 FAX — [516] 543 - 5737 Phone — muchln@unix.asb com — SILVER AGE

* PURCHASING TERMS: Satisfaction guaranteed by a 7 day full money return.
* ORDERING INSTRUCTIONS: Please include $5.00 on all domestic orders for postage/insurance.
* Make all checks payable to: Richard Muchin P.O. Box 925 Commack, N.Y. 11725

FOR A COMPLETE 100 PAGE CATALOGUE LISTING OF VINTAGE COMICS, SEND $2

ACTION	46	VG[SR]	$275	SHMOO	1	FN+/VF	$260
ALL WINNERS	8	VG[SR]	$325	SLELETON HAND	1	VF/NM	$295
AMERICAS BEST	11	G+	$65	SPEED CARTER SPACEMAN	6	VG	$75
BIG SHOT	32	VG+	$95	SPEED COMICS	30	VG+	$195
CONTACT	9	VG[R]	$75	STAR SPANGLED	23	FN	$260
CONTACT	10	G+/VG	$75	STAR TREK[1967]	37	VF/NM	$39
CRACK COMICS	1	VG[SR]	$695	STRANGE TALES	7	VG/VG+	$140
CRIME MYSTERIES	9	VG+/FN	$85	STRANGE TALES	11	VG/VG+	$125
EAGLE COMICS[1945]	1	VG	$125	SUPERBOY	5	VG[R]	$150
FAMOUS FUNNIES	214	VG[R]	$160	SUPERMAN	17	VG+[SR]	$495
FANTASTIC[1954]	11	VG	$70	SUPERMAN	35	FN[F/BC]	$236
FORBIDDEN WORLDS	73	G/G+	$49	SUPERMAN	78	FR+/G	$43
FOUR COLOR	445	VF	$40	SUSPENSE[1943]	7	VG/VG+[R]	$395
GREEN LANTERN[1941]	11	FN/FN+[ST]	$395	TIP TOP	152	VF/NM	$36
HIT COMICS	18	VG+	$325	UNCANNY TALES	23	VG	$40
ORRORS OF MYSTER	13	FN/FN+	$90	UNTAMED LOVE	1	VF	$140
HUMAN TORCH	18	VF[SR]	$495	WOLFGAL	1	VG[SR]	$60
MARVEL MYSTERY	64	G+/VG[R]	$260	WORLD AROUND US	2	VF/NM	$35
MORE FUN	59	G+/VG[R]	$520	WORLDS FINEST	30	VG[W/C]	$95
MORE FUN	75	FN	$595	YOUNG ALLIES	4	FR+G[TR]	$275

PROBLEM. SOLUTION!

CBG Customer Service Award-1998

ECLIPSE PAPER CONSERVATION

Results! Expert Advice! Customer Service!

No waiting lists, items returned promptly!
Calls returned within 24 hours!
$35/hour, estimates always free!
Fully insured shipping for the protection of your collectables!

TRACEY HEFT, CONSERVATOR

Toll Free 1-888-836-2821 (10am–7pm central, Monday to Saturday)
e-mail:trace@eclipsepaper.com website: www.eclipsepaper.com

credentials: *professional conservator since 1991, columnist for Comics Buyer Guide, Comic Book Marketplace and Collecting Hollywood, Author of storage/preservation section in the Overstreet Guide (1994–1996)*

PAPERMAN
94 Berkeley Place
Bridgeport, CT 06610

Please include $5 for postage. I pay postage on all orders paid with a postal money order. Satisfaction guaranteed. If not satisfied please return within 7 days in same condition for a full refund. Thank you for reading my ads.

Specializing in comics/comic-strip related paper collectibles

THE ODDBALL CORNER

10" children's records (1950's). These have colorful sleeves featuring the cartoon characters involved. There is no tears, writing, or marking of any kind and they are each in EXC condition, except that each has masking tape on one or two edges, apparently for reinforcement.

CAPITOL CAS-3074 TWEETY PIE (I taut I taw a puddy tat), featuring Mel Blanc $10

CAPITOL CAS-3112 DAFFY DUCK FLIES SOUTH, featuring Mel Blanc $10

RCA Y-400 Walt Disney's THE BRAVE ENGINEER (The Story of Casey Jones) as originally sung and told by Jerry Colonna $10

SGT. GENE AUTRY PRESENTS HIS FAVORITE PATRIOTIC AND HILLBILLY SONGS (Western Music Publishing Co, 1943) 46 pages including over a dozen b&w pictures of Sgt. Gene Autry in the Army. Cover missing, 1st and last page detached, o/w VG with no marking or writing $10

Children's books by Thornton W. Burgess, with illustrations by HARRISON CADY. (Grosset & Dunlap) Books have no writing or coloring, dust jacket is missing.

MRS. PETER RABBIT (copr., 1919) $15

HAPPY JACK (copr., 1918) $15

MOTHER WEST WIND "WHEN" STORIES (copr., 1917) missing spine & back cover $5

ANDY PANDA AND HIS FRIENDS (Whitman Story Hour Series #805, 1949). 1" missing from spine at bottom, some pencil on back cover, o/w FINE. No coloring or writing, hard to find book, beautiful cover w/ Andy, Oswald, & Homer. You'll love this one $15

WHITMAN COLORING BOOKS

#1757- **FURY.** From the popular television show (1957) Pictures by Sparky Moore & Louis Liets. No writing or marking, sm pc msg BRHC of f/c, b/c and first few pages and last 3 pgs 5 pgs partly colored. Large size $12

#2953- Walt Disney's GOOFY (1957) Pictures by Walt Disney Studio, adapted by Jack Bradbury, Oscar Dufau, and Frank McSavage. Almost like new, one page colored $12

#2953- MGM's DROOPY (1957) Pictures by Pete Alvarado, John Liggera, Norm Mc Gary, and Harvey Eisenberg. Almost new, 2 pgs partly colored. Great cover! $12

BOOKS BASED ON COMIC STRIPS

TEENIE WEENIE TOWN Written and illustrated by William Donahey (Whittlesey House, 1942) FINE cond, very sm pc msg from spine, no d/j. Beautiful full-color plate on cover, no writing or coloring anywhere. This is a very popular series with collectors $20

SKEEZIX AND UNCLE WALT by Frank King. Pictures by the author (Reilly & Lee Co., 1924) VG-FINE cond, some minor damage on spine, no d/j. No writing, coloring, or marking except for ink dedication on front end- page, one page loose. Beautiful full-color plate on front cov $20

PLATINUM-AGE COMICS

Bringing Up Father 3rd Series (Cupples & Leon, 1919). Poor, missing title page, only 44 pages present, many pages colored, pcs msg from edges of many pgs. As is $12

The Gumps #2 (C & L, 1925) Poor, covers detached, title pg msg, includes only pages 5-38, 45-48, brittleness around edges, some pgs loose. As is, $12

TRADE PAPERBACKS

Film Review 1994 by James Cameron-Wilson & F. Maurice Speed (St Martin's Press, 1st US ed) *Jurassic Park* cover, $19 95 cover price. New $6

The Films of Stephen King by Ann Lloyd (St Martin's Press, 1st US ed, Dec 1994) Incl synopsis, credits, analysis for ea film, many photos all in color (C/P $14 95)New $6

PRE-1930 SUNDAY STRIPS IN COMPLETE SECTIONS.

New York American Sunday Comic Sections. Includes the ff. strips: Bringing Up Father, Skippy, Tillie the Toiler, Barney Google & Spark Plug, Boob McNutt (R. Goldberg), Toots and Casper, Happy Hooligan, and the Katzenjammer Kids. These are full-size, full-color pages in VG+ with no tears or pieces missing, slight yellowing, no brittleness except for 12/25/27 which is brittle along left edge (strips not affected). Each strip is accompanied by its topper strip done by the same artist. The ff. dates are currently available:

3/6/27 (no Katz Kids orig. included for this date), 12/25/27 (tear at fold affects 1 panel on 1st page), 4/29/28, 4/21/29, 4/28/29, 5/5/29, 5/19/29. Note: all sections originally folded in the middle.

—$15 @ section or all 7 for $90!

OH, YEAH... SOME COMIC BOOKS:

Christmas with Snow White and the 7 Dwarfs an 1953 Kobackers Giftsore (Buffalo, NY) giveaway, 16 pgs, paper cov Good cond, sm pc msg at bot edge, some water staining on bot edge $4

BUGS BUNNY QUAKER PUFFED RICE GIVEAWAYS (1949) Ea. 32 pgs, 3 1/8 x 6 7/8". Set A complete, as follows: A-1 Traps the Counterfeiters, A-2 Aboard Mystery Submarine, A-3 Rocket to the Moon, A-4 Lion Tamer, A-5 Rescues the Beautiful Princess VG-Fine, @ $10 or

Complete set of 5 for $40

WDC&S 12 (9/41) fair, covs cpltly sep at spine and detached, cf det also $25

WDC&S 98 (11/48) Nice & clean VG but 2 c/folds loose *First Uncle Scrooge in WDComics&Stories.* Priced right $30

516932-8581

SEND S.A.S.E. LARGE DELL LIST 516-932-8581

GOLDEN MEMORIES #101 CHIX IN COMIX !!

KATY KEENE 14 FN+/VF- $150 / 5 VG+ $80, , 9, VG $65
10 G $30, 11 VG $32, 12, VG+ $70 /15, 16VG+- $60,
21,25,27,30 VG+ $50 , 40,42 G $30 / 48 VG $40 \56 VG+ $30, 57 FN/FN+ BEAUTIFUL XMAS CVR $55, 62 VG+ $40 ANNUAL 5 G $25

CBG Customer Service Award - 1998

CHARM 1 G $25, FASHION BOOK 1 G $40, 22 G $10,
PIN-UP PARADE 1 VG $80, 12, 14 VG+ $45/ 15 VG $80
BRENDA STARR DELL 1 VG/VG+ $45 SUGAR & SPIKE 10 FR/G $20, 35 VG+ $25 48 VG $18, 51 FR $7, 59,64,61 VG+ $20, 66,81 FN $25 , 75,77,83,84,86 90,91,97 VG+ $12, 99 NM $5, 90,93,95,98 G $6,
LITTLE LULU 66,73,75,81 VG+ $15 EA., 69,73 ,79,80 VG $12EA, 71,72 G $8EA, / 82 , 85,88,95 VG $10 / 93,97,99 VG+ $12/ 94 FN $15/ 100 FN+ $20 / 101,102,103,104,105,106,122 ,128 FN $13 / 107 108, 112 ,121,127,129 VG+ $10 / 113 ,124 FN+ $17 /120 , VG $8
1/ /132,137, 138, 139, 144 ,145 ,146,148, 154,156, /ALL FN+ $14EA/ /135,140,141, 150, FN $10 / 143 , 145, 151 ,153, 159 FN- $9 /
155 ,157, 164 VG+ $8/ 158 VG $7 TUBBY : 5 (1) VG+ $20 9,12,13,15,16,17,19,20,21,24,25,26,27,30,32,33,35,37,39-THRU-45 FN/FN+ $9EA DELL GIANTS : ANNUAL 2 VG / HALOWEEN FUN (DG 36) VG $25 / 2 VG $22 / ONVACATION 1 G $23 / AT SUMMER CAMP 5 VG $25/ STORYTELLING TIME VG+ $30 / TRICK N TREAT (DG 50) VG+ $30 / TUBBY & HIS PALS 1 G+ $18

GOLDEN MEMORIES , 250 BROADWAY ,HICKSVILLE , NY , 11801

FANTASTIC AUCTIONS!

VIA MAIL/PHONE/INTERNET

American Association Comicbook Collectors — CBG Customer Service Award - 1998

COMICS, SCIENCE FICTION, FANTASY, PULPS, BIG LITTLE BOOKS, ORIGINAL ART, FANZINES

Over 16,000 lots sold in previous auctions, *less than 1/3 of 1% returned!* Member AACC grading committee for Sotheby's auctions 1993-96, 98; Advisor to Overstreet, CBG, etc. Satisfaction guaranteed.

To know when our next auction will be on the web and receive a *free* postcard and e-mail notification of the next auction send your name, mailing address and e-mail address to our address below *or* receive your own copy of the illustrated auction catalog by sending $2.00 to:

QUASAR
COMICS AND COLLECTIBLES
P.O. BOX 2227
LOUISVILLE, KY 40201-2227

Ph: 502-451-4852 Fax: 502-454-0025
www.quasarcomics.com
info@quasarcomics.com

Tough Stuff #59

Battle Chasers #2 Chrome. $17.95	Fathom #1-3 set $12.95
Boba Fett Wizard #½ GOLD $12.50	Fathom #1 Chicago Con var. (only 1 per dealer) $34.[illegible]
Coven #1 Liefeld cover ...... $ 4.95	GEN 13 Wizard #½ $19.95
Danger Girl #1 reg. or AE... $ 9.95	Lady Death #1 (New) var. $ [illegible]
Danger Girl #1 Tour Book Limited Edition of 5K $12.50	Lady Death FAN [illegible] $ [illegible]
Darkchylde Wizard ACE $19.95	Lady Death [illegible] Red Velvet $[illegible]
Darkchylde Legacy #1 Darkchrome $14.95	Lady Death #½ GOLD $14.95
Darkchylde #½ GOLD ...... $ 9.95	Lady Death Odyssey #1 Chromium (10,000) ...... $19.[illegible]
Darkchylde #[illegible] black var. ..... $ [illegible]	Pirate Angela (rare!) ...... $[illegible]
Darkminds #1 Am. Ent. ..... $ 9.95	Pirate Spawn .... $17.[illegible]
Darkness #1 or '96 Prev $10.95	Razor Comm. Swimsuit Silver Foil logo ...... $ [illegible]
Darkness #1 Fan Club var. $ 7.95	Spawn #1-75 set (Sale!)..$175.00
Darkness #7 variant........ $12.50	Tales of Witch #1 (either) .$ 9.95
Dawn #1-6 set........ $19.95	Witchblade #1-25 set ..... $159.[illegible]
Dawn/Drama Wizard ACE .. $14.95	Witchblade #24 super rare Randy Green var. cover $12.95
Divine Right #1 Blue Foil ... $12.50	
Fathom #0 (HOT!) .... $ 8.95	

VISA, MC & Discover o.k. 5% discount for money orders
Please enclose $6 plus 15¢ per comic postage/handling

WILL HERTZBERG
900 Foxtail Dr. • Corona, CA 91720
(909) 736-2852 • FAX (909) 735-6005

Buzzboy #3 Coming in October!

See our ad in Diamond Previews

Buzzboy is captured by his enemies, and his life passes before his eyes--as a TV show?

SKY DOG PRESS
www.skydogpress.com

LIMITED EDITION PRINTS FOR SALE!!

JACK KIRBY

A SPECIAL PREMIER PRESENTATION

Can Be Viewed And Purchased By Visiting Our Web Site At:

www.madmorgan.com

Or By Contacting Jeff Cooke At:

MAD MORGAN GALLERIES
P.O. Box 6698 Burbank, Ca. 91510
Tel. (818) 848-1445 Fax. (818) 840-1252

All Major Credit Cards Accepted !!
FREE Catalogs And Samples Available!
Prices Start At $14.95

TRADERS

Trader ads are available for $41.00 each. Traders are designed by the advertiser on 8-1/2" x 8-1/2" paper. We reduce the ad to 3-1/4" x 3-1/4" size. Trader ads are a low cost form of advertising. Because of this, CBG does not typeset, screen photos, add logos, artwork or credit card symbols to Trader ads.

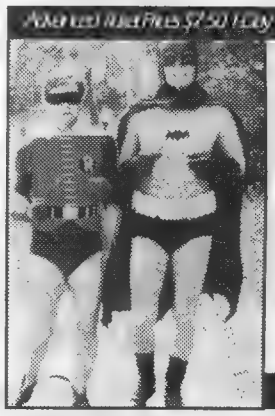
SUPER-CON III

COMIC BOOK & FANTASY CONVENTION

at the OAKLAND CONVENTION CENTER
10th & Broadway in Oakland

OCT. 17th & 18th 1998

Advertised Ticket Prices $7.50/Day • $12.00/2 Day • $14.00/3 Day 12&Under



This Year We Are Proud to Present: The Official
DYNAMIC-DUO REUNION TOUR
ADAM WEST & BURT WARD
1st Time Together in 25 Years!

Other Guests Include:

GRACE LEE WHITNEY — ALAN YOUNG — BRINKE STEVENS
Sergio Aragones — Phil Jiminez — Erik Larsen
Brent Anderson

- Art Adams
- Dan Brereton
- John Estes
- Jeff Johnson
- Steve Lealoha
- Brandon Mckinney
- Tom Orzechowski
- Trina Robbins
- Dave Williams
- Tom Yeates
- Keith Aiken
- Joyce Chin
- Mick Gray
- Steve Jones
- Ron Lim
- Mike Mignola
- Steve Purcell
- Chris Schenk
- Walden Wong
- Mark Badger
- Kieron Dwyer
- Lea Hernandez
- Scott Kolins
- Chris Marrinan
- Steve Oliff
- Darick Robertson
- Larry Stroman
- Bill Wray

AND MANY MORE..

Art Auction — Panels — Movie Previews — Over 150 Tables — And More...

For More Information: www.super-con.com
PO Box 215392 Sacramento, CA 95821 (916) 485-1887
Dealers Call (916) 485-1087 • Advertising Call (510) 888-9675

Hot 5-Pack Sale!

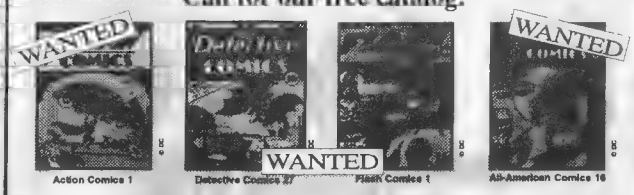
Battle Chasers #2 Chrome	$74.95	Darkness Prelude	$19.95
Coven #1 Liefield	$24.95	Darkness #1 Fan Club var	$34.95
Crimson #2 Crimsonchrome	$8.95	Dawn #1	$24.95
Crypt of Dawn #1 Limited	$39.95	Drama (Linsner art)	$31.95
Danger Girl #1 or A.E. var.	$39.95	Fathom #0 (HOT!)	$39.95
Danger Girl #1 Tour Book Ltd. Ed. of 5,000	$49.95	Darkchylde #3	$24.95
		Lady Death BH&H #1	$14.95
		Lady Death BH&H #2, 3, 4 & 4.5	$4.95
DARKCHYLDE:		Lady Death Odyssey #1	$19.95
#0 GOLD Ltd. Ed. Tour	$39.95	Lady Death #1/2 original	$19.95
Legacy #1 Darkchrome	$64.95	Lady Death #1/2 Crucible	$24.95
#1/2 Wizard GOLD variant	$39.95	Lady Dth. FAN sandaway	$14.95
#1/2 Wizard Black variant	$34.95	Lady Death I #1—1"	$24.95
Legacy #1 GOLD Preview	$39.95	More Than Mortal #3 variant or white var.	$19.95
Swim. Illustrated var.	$24.95	More Than Mort. #2 Euro.	$19.95
Swim. Illust. GOLD var.	$34.95	Stone #1 var/White var.	$24.95
Wizard ACE	$74.95	Witchblade Origins	$19.95
#5 D.F. variant	$24.95		

VISA, MC & Discover o.k. 5% discount for money orders
Please enclose $6 plus 15¢ per comic postage/handling.

WILL HERTZBERG
900 Foxtail Dr. • Corona, CA 91720
(909) 736-2852 • FAX (909) 735-6005

PACIFIC COMIC EXCHANGE, INC.

Over $2,000,000 in Inventory!
Call for our free catalog!

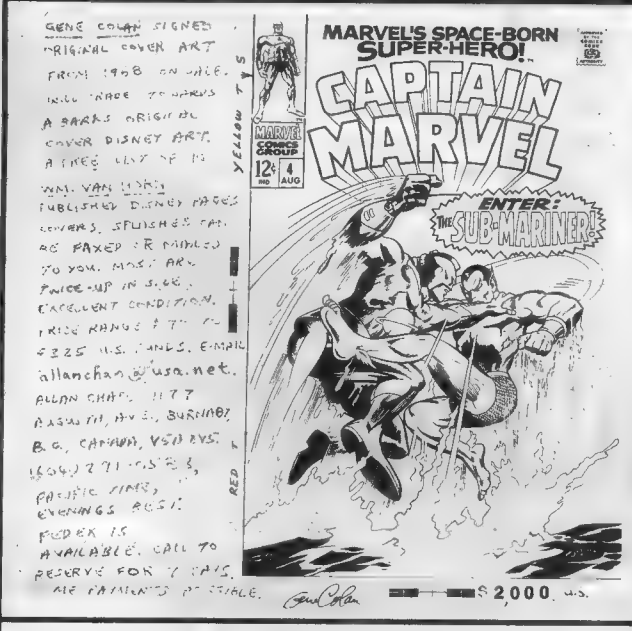


Accepting Consignments
on Golden & Silver Age Comics
and Original Art

Visit our web site at www.pcei.com

Corporate Office:
337 S. Robertson Blvd. Suite 203
Beverly Hills, CA 90211
Tel: (310) 836-7234 (PCEI)
Fax: (310) 836-7127

Shipping Address:
P.O. Box 34849
Los Angeles, CA 90034
E-Mail: sales@pcei.com
http://www.pcei.com/



LEARN THE *SECRETS* OF COMICBOOK RESTORATION!!

Fantasy Masterpieces Art Restoration
Is now offering the first Comprehensive Technical Training Course regarding all aspects of paper restoration. The first course will include cleaning and lightening of paper, including deacidification and many other techniques.

Please contact Matthew Wilson for more information.

Phone: (360) 577-0351
E-Mail: mcwilson@cetnet.net

FANTASY MASTERPIECES
P.O. BOX 881 / KELSO, WA 98626

THE FURTHER ADVENTURES OF HEROES PAST

216 RIVERSIDE DR. HAVELOCK, NC 28532 (919)447-5946 E-MAIL games99@hotmail.com
BUY—SELL GOLDEN AGE/SILVER AGE/BRONZE AGE COMICS
Please make check or money order payable to Allen James. Please ad $6 for shipping and insurance
All books are 100% guaranteed. Please call for availability 9am 10pm est 1 or E-Mail anytime!

BRAND NEW!! GOLDEN AGE SILVER AGE BRONZE AGE

3-D CIRCUS				MARVEL TALES			
1	F	$100		100	G	$55	
(GLASSES ATTACHED)							
3-D-ELL				MISTER MYSTERY			
1	F	$45		6	F	$125	
(NO GLASSES)				OUT OF THE SHADOWS			
3-D LITTLE EVA				2	VF	$150.	
1	VF	$65		PLASTIC MAN			
(GLASSES, BUT DETACHED)				57	G	$22	
BLACK CAT MYSTIC				(COUPON OUT LAST PAGE)			
58	G	$25		PUBLIC ENEMIES			
CRIME AND PUNISHMENT				7	VG	$25	
49	VG	$20		STRANGE MYSTERIES			
FAMOUS FUNNIES				7	VG	$35	
11	VG	$150		8	F	$55	
JUSTICE				WDCAS			
8	G	$15		VOL5#9	VF	$115	
JUSTICE TRAPS THE GUILTY				ALL-AMERICAN MEN OF WAR			
48	F	$15.		10	VG	$85	

SPIDER-MAN			
17	VF	$300	
24	F	$70	
39	VF	$90	
41	VF	$50.	
ANNUAL			
1	F	$160.	
AVENGERS			
2	F+	$250	
HAUNT OF FEAR			
10	F+	$125	
MARVEL TALES ANNUAL			
1	VF	$185	
MYSTERY IN SPACE			
90	VF	$80	
SILVER SURFER			
1	VF	$350	
GIANT SIZE X-MEN			
1	VF	$250	

BUYING BUYING BUYING BUYING BUYING BUYING BUYING BUYING
We are actively purchasing the following books in Good to Near Mint condition. Please call for a price quote
ACTION 2-100 BATMAN 2-50 DETECTIVE 2-200 SUPERMAN 5-50 53 100 CAPTAIN AMERICA COMICS MARVEL MYSTERY CRIME DOES NOT PAY 24 ALL-AMERICAN 61 ALL-STAR 33 ALL-WINNERS 2 19 WONDER WOMAN 2-105 EXCITING 1 9 FLASH 2-104, ALL-FLASH MASTER 1-25 HIT 1-25 MORE FUN 7-51 54 56-107 OUR ARMY AT WAR 81 83 SGT FURY SUB-MARINER 2-42 SUPERBOY 1-100 THRILLING 1-30, YOUNG ALLIES 1-20 YOUNG MEN 24-28 X-MEN 1-300 GREEN LANTERN(GA) 2 38 TALES TO ASTONISH 1-27, TALES OF SUSPENSE 1-39, SENSATION 2-109 JIMMY OLSEN 1-30, LOIS LANE 1-30, BRAVE AND BOLD 1-100 FANTASTIC FOUR 1-50 AVENGERS 1-10 DAREDEVIL 1-10, JUSTICE LEAGUE 1 100 SHOWCASE 4,8 13,14,22,23,24,34 55 FLASH 105-110,

---

1998 THE BRENT CLARK ROGERS GUIDE TO THE DC UNIVERSE 3RD EDITION

The only unauthorized guide to the DCU! Original b&w cover by Scott Rosema.
The first appearances of over 11,000 DCU characters, hundreds of team & group rosters, hundreds of planets and 753 alien races. Also included is a DCU bibliography listing every title that has ever taken place in the DCU 482 pages in the trade paperback format
A must have for any DC fan, and a great companion piece to the Crisis hardcover!!
$32.00 each + $5.00 p&h. Brent Clark Rogers 316 N. Pine St. Shelby, Mi. 49455
For more info e-mail me at: BCROG@juno.com No credit cards or C.O.D.s please.

YOUR AD COULD BE HERE!

An ad in CBG's Trader Section will reach over 30,000 comics collectors who spend an average of $2,219.07* each year on their collection! Call our advertising department today to find out how you can tap into this active marketplace.

*(From CBG Reader Survey.)

John Diser (715) 445-4612, ext. 232
Meredith Miller (715) 445-4612, ext. 438
Kevin Novak (715) 445-4612, ext. 781

collectit.net

IF YOU COLLECT IT – YOU'LL FIND IT

Now! A NETWORK OF CLASSIFIEDS!

Krause Publications, the world's largest hobby & collectibles publisher, is proud to announce that every classified word ad placed in its periodicals will appear on the Internet's largest collectible classified site at **www.collectit.net**. In addition to reaching your target audience through Krause's periodicals, your ads will also reach thousands of collectors on the World Wide Web!

4 EASY OPTIONS TO REACH THE MOST ACTIVE COMIC COLLECTORS FOR ONLY 40¢ PER WORD!

BY INTERNET: Visit our web site at www.collectit.net to place order with your credit card.

BY MAIL: Complete order form below, send payment by check, money order or credit card, mail to **COMICS BUYER'S GUIDE**, Classified Advertising Dept., 700 E. State St., Iola, WI 54990-0001.

BY FAX: Complete order form below, include your credit card number & expiration date. Fax to 715-445-4087.

BY PHONE: **Call 1-800-942-0673,** 7am-7pm M-F. Please have your credit card number and expiration date ready.

Classifications to choose from:

4000 Announcements
4005 Personals
4010 Artists, For Hire
4011 Artists, Wanted
4015 Distributors
4020 Events/Cons
4025 Employment, Position Open
4026 Employment, Position Wanted
4030 Fan/Collector Club
4040 Writers, For Hire
4041 Writers, Wanted
4050 Small Press, For Sale
4051 Small Press, Wanted
4100 Archie, For Sale
4101 Archie, Wanted
4110 Black & White, For Sale
4111 Black & White, Wanted
4120 Classic, For Sale
4121 Classic, Wanted
4122 Comic Collections, For Sale
4123 Comic Collections, Wanted
4124 Comics Related, Employment
4125 Comic Show/Events
4126 Comic Supplies
4128 Dark Horse Wanted, For Sale
4130 DC, For Sale
4131 DC, Wanted
4140 Dell/Gold Key/Whitman, For Sale
4141 Dell/Gold Key/Whitman, Wanted
4150 Disney, For Sale
4151 Disney, Wanted
4156 Distributors
4160 EC, For Sale
4161 EC, Wanted
4170 Fawcett, For Sale
4171 Fawcett, Wanted
4180 Foreign, For Sale
4181 Foreign, Wanted
4190 Harvey, For Sale
4191 Harvey, Wanted
4200 Humor/Funny Animals, For Sale
4201 Humor/Funny Animals, Wanted
4204 Image, Wanted/For Sale
4207 Malibu, Wanted/For Sale
4210 Marvel/Timely, For Sale
4211 Marvel/Timely, Wanted
4215 Platinum Age For Sale
4216 Platinum Age Wanted
4220 Science Fiction/Horror, For Sale
4221 Science Fiction/Horror, Wanted
4240 Underground, For Sale
4241 Underground, Wanted
4250 Independents, For Sale
4251 Independents, Wanted
4255 Valliant/Voyager, Wanted/For Sale
4260 Westerns, For Sale
4261 Westerns, Wanted
4300 Golden Age, For Sale
4301 Golden Age, Wanted
4310 Silver Age, For Sale
4311 Silver Age, Wanted
4320 General Comics, For Sale
4321 General Comics, Wanted
4400 Original Art, For Sale
4401 Original Art, Wanted
4410 Big Little Books, For Sale
4411 Big Little Books, Wanted
4420 Books - General, For Sale
4421 Books - General, Wanted
4422 Collectible Card Games For Sale
4423 Collectible Card Games Wanted
4424 Computer Software/Supplies, For Sale
4425 Computer Software/Supplies, Wanted
4430 Paperbacks, For Sale
4431 Paperbacks, Wanted
4440 Pulps, For Sale
4441 Pulps, Wanted
4450 Magazines, For Sale
4451 Magazines, Wanted
4452 Science Fiction, For Sale
4453 Science Fiction, Wanted
4600 Reprints, For Sale
4601 Reprints, Wanted
4605 Phone Cards For Sale
4606 Phone Cards Wanted
4610 Portfolios/Posters, For Sale
4611 Portfolios/Posters, Wanted
4630 Trading Cards, For Sale
4631 Trading Cards, Wanted
4650 Oldtime Radio, For Sale
4651 Oldtime Radio, Wanted
4660 Miscellaneous, For Sale
4661 Miscellaneous, Wanted
4700 Novelties/Toys/Games, For Sale
4701 Novelties/Toys/Games, Wanted
4710 Role-Playing Games
4720 Video Games, For Sale
4721 Video Games, Wanted
4800 Fanzines, For Sale
4801 Fanzines, Wanted
4900 Newspaper Strips, For Sale
4901 Newspaper Strips, Wanted
4910 T-Shirts/Caps/Jackets

Print One Word Per Space

Classification # _____

(Choose one from the classification list above.)

40¢ per word, per issue

❑ **Check here for entire ad in larger bold type**

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42

FOR OUR RECORDS ONLY: *We must have a street address and phone number below before we will run your ad.*

Name _____

Address _____

City _____ State _____ Zip _____

Daytime Phone _____

❑ Payment Enclosed
❑ Charge my MasterCard, VISA, Discover or American Express

Credit Card # _____

Exp. Date _____

Signature _____

MAIL WITH PAYMENT TO: COMICS BUYER'S GUIDE
Classified Ad Dept., 700 E. State St., Iola, WI 54990-0001,www.collect.net

AD DEADLINE:

Ad deadlines are every Tuesday

Make sure your ad copy is in Iola, WI by 4:00 p.m. on the deadline day. Your ad will be put in the next available issue unless otherwise specified.

COMICS BUYER'S GUIDE

FREQUENCY DISCOUNT CHART:

ISSUES	DISCOUNT
1-2	No Discount
3-6	10%
7-9	15%
10-12	20%
13-26	25%
27-52	30%

PAYMENT WITH COPY ON ALL CLASSIFIED ADS!

Words _____ **x issues** _____ **= total words**
(25 word minimum)

Total words _____ **x 40¢ (x 50¢ for Bold Type) = $** _____

Minus frequency discount $ _____
(See chart above)

Amount Enclosed $ _____

CLASSIFIEDS

Call and Charge Classifieds Toll Free 1-800-942-0673 7 am-7 pm CST

4000 ANNOUNCEMENTS

THANK GOODNESS for the good things: God, family, friends, Starman, coffee, snow and a young woman I love, Holly Simpson.

FREE COMIC, "The Jester's Moon" & Special Autographed Gold card! Limited supply! $2 p/h: Oneshot, Box 474, Stafford, CT 06076. Five sample comics and cards. $7.50. http://www.javanet.com/~oneshot/oneshot.htm

FREE CATALOG! Independent comics are our specialty! Contact us right now! Independent Comics, 611 NW 34th Dr, Gainesville, FL 32607-2429. 352-373-6336. E-mail: jmason@gator.net Website: http://www.indyworld.com/ic

ADVANCE ORDER discount service for upcoming comics, cards, and toys. Free catalog. Trading Card Workshop, Box 18362, San Jose, CA 95158. Phone/fax 408-448-0447. tcworkshop@aol.com

AS YOU go through life, whatever be your goal, keep your eye upon the donut, and not upon the hole.

MAKE HISTORY, not excuses! Citizen Ken for Congress, Box 1016, Island Heights, NJ 08732. Send SASE for platform and details.

HEY HOLLY! Or anybody! Send me a Hulk #162. Paying 110% OPG for NM or better. Gilbert Bradley, 8523 Mt. Scott, El Paso, TX 79904.

BRITTANY AND Brian Carroll: I hope you know how much Uncle loves his niece and nephew. Love SIXW6, Sgt. #26.

4011 ARTISTS WANTED

PENCILLER INKER cover colorist needed for quarterly B/W hi-tech Cyberpunk comic. Experience preferred but not necessary. Competitve rates. Send samples to: Reverie Comics, PO Box 373, Voorhees, NJ 08043.

4015 DISTRIBUTORS

ALTERNATIVE CARDS, INC.
(608) 836-6910
Authorized Distributor for
Magic: The Gathering and All Subsets
MAGIC The Gathering™ Discounts On Cases Call For Retailer Pricing

4050 SMALL PRESS FOR SALE

JET BLACK® #1. Martial Arts comic for sale through Monolith Comics. Send $2.50 each postpaid to: P.O. Box 425, Tranquility, NJ 07879. For information: 908-852-6741.

VAMPIRE ACTION!!! Free!!! Send $2 p/h for the "Arlington Hammer" special & cards. Free Midnite poster w/order. Oneshot, Box 474, Stafford, CT 06076. http://www.javanet.com/~oneshot/oneshot.htm

MATURE HORROR, The Shadow Show, send $2. To DEAR, 4691 Commercial Dr. #359, New Hartford, NY 13413. Make checks out to Dan Raga. Age statement.

AMAZING ADVENTURES of Captain Courage #1 Action! Adventure! Babes! $1.25! B&W Standard size, 16 pgs. Rocket to Courageous Studios, 3 Scher Dr., New City, NY 10956.

PRAISED BY Kluttered Visions and SPCE! Prisonopolis is a crime comic about these troubling times, #1-4, $2.50 each. Mediawarp Comics, Box 14924, Minneapolis, MN 55414.

VESPER #1, 32 pgs.! Cool skulls on cover (can't go wrong w/ skulls), $2 ppd. incl. 16 pg. Ashcan. Acetylene Comics, 9 Appleton St. #400, Boston, MA 02116.

B.U.G.G.'S #1 is here! 32 pgs color! Send $2, we'll throw in 16 pg. Ashcan free PPD! Mention this ad! Acetylene Comics, 9 Appleton #400, Boxton, MA 02116.

DARK RAT #1 Special Offer First Print autographed by cartoonist Randy Z. Crawford plus original sketch $1.50 postpaid. Randy Crawford, Box 255, Minden, WV 25879.

SPACE PILOT goes where no man has gone before! Adventure Comic just 50¢ for two issues. Jesse Landrum, 3822 Halley Terrace SE, Washington, DC 20032.

MONSTER SMASH Party, 2 books; 1 pamphlet, 1 poster. $5, IL residents add tax. Pencil Rider, POB 242, Venice, IL 62090.

THE CROW fan/collector starting James O'Bar/ Crow Fan Club and Zine w/exclusive artwork, interviews, etc. SASE to: Exploding Boy, 707 Neshaminy St., Penndel, PA 19047.

NEVER DONE before! Everyone adds story & art to chain mail comic where antything goes! $3 plus age statement. Mike McDonald, 957 708 Village Trail, Port Orange, FL 32127.

OSCAR, EMMY honored! Yes, my Uncle Oscar and Aunt Emmy praise all-Hero adventures! Sample $2. Sam Kujava, 1157 S. Fisk, Green Bay, WI 54304.

4050 SMALL PRESS FOR SALE

WILD PERSON in the Woods features mystery, danger, and jungle action with orangutans. Order from October's Previews under "G.T. Labs." E-mail: G.T.Labs@umich.edu for more information.

JEDI KNIGHTS... Our Fire Has Gone Out of the Universe. Read the Death Issue of Darkside Magazine $4. Monolith Graphics, 1171 Pomona, Cleveland, OH 44121.

THE EXCITEMENT Continues from Kaso comics in November, watch for The Indestructible Man #2 and Kaso Presents #1, available from Diamond or Kaso Comics, PO Box 381, Hicksville, NY 11802-0381.

4051 SMALL PRESS WANTED

SMALL PRESS Creative Explosion #9 and #10. Published by Tim Corrigan. Send price to: Frank Lloyd Jr., PO Box 270, Richwood, WV 26261. Support Small Press!

4100 ARCHIE, FOR SALE

ARCHIE GIANT Series No. 7: Katy Keene Holiday Fun, 1960, Good+, $16 postpaid. Joseph Castellano, 26 Anchorage Blvd., Bayville, NJ 08721. 732-269-1025.

4101 ARCHIE, WANTED

ARCHIE'S GIRLS, Betty and Veronica wanted #30, 34, 37 wanted in Good or better condition. Robert Youhouse, 321 Gumbert St., Port Vue, PA 15133.

GOING TO a comic show? Archies Madhouse 22 wanted, any condition. Send price to: Defina, P.O. Box 172541, Hialeah, FL 33017-2541. Any help appreciated.

4110 BLACK & WHITE, FOR SALE

WILD PERSON in the Woods features mystery, danger, and jungle action with orangutans. Order from October's Previews under "G.T. Labs." E-mail: g.t.labs@umich.edu for more information.

CREEPY JOE is the word. Dave at Eisner Award winning store. That's Entertainment says, "Creepy Joe by Lin Lucas is my favorite new discovery. It's beautiful!" Dave 508-755-4207.

4111 BLACK & WHITE, WANTED

BIG BANG (B&W) from Caliber. #0, 2, 3 and 5! Will pay $3. Send information to: Howard Michaels Jr., 706 North Cottage, Mercer, PA 16137.

4120 CLASSIC, FOR SALE

SPECTACULAR CLASSICS list free. Over 5,000 Classics listed from $1 up, hundreds $5 or less. All originals listed. Over 99% of all editions. Classic Comics Library, P.O. Box 784, Libertyville, IL 60048-0784.

CLASSICS ILLUSTRATED: Originals, reprints, juniors, puzzles, records, accurate grading, competitive prices. Send $1 for catalog. Bill Novick, 1708 Forest Hill Ave., South Milwaukee, WI 53172.

PENDULUM PRESS classics adaptations, some by Otto Binder. Drawn by various Filipino artists. Great art. Write for details. John Pierce, 328 Powhatan Ave., Columbus, OH 43204.

CLASSICS ILLUSTRATED, juniors, specials, etc. for sale. One of world's largest selections. Send $2 for catalogue: International Comic Books, 74 Waterloo, Brandon, MB, Canada R7B 3W7.

PENDULUM PRESS classics adaptations. Dr. Jekyll, Red Badge, Moby Dick, Frankenstein, etc. Beautiful Filipino art. Write for details. John Pierce, 328 Powhatan, Columbus, OH 43204.

4122 COMIC COLLECTIONS FOR SALE

DC COMICS for sale. 5,000 from 1940's-1990's. $2 for list. Send name and address to: Nick Macahan, 1333 East State Road 356, Scottsburg, IN 47170.

FREE COMIC when you request our price list of 1,800 different #1s, 0s, and annuals. For Your Collection, 928 W Norton, Ste. 441BG, Muskegon, MI 49441.

3,000 MARVEL/DC Comics for sale. 1960's thru 80's. Best offer. Please call 212-532-5715.

2,000 COMICS '80's and '90's NYC area, a steal for dealers. Includes signed originals and special editions. 917-424-3005. Leave # or address for list.

"THE GREAT Comic Book Heroes" 1965's Classic Hardcover in dustjacket by Jules Feiffer. Superb Reading. Only $65 postpaid. John Fawcett, Box 1156, Waldoboro, Maine 04572.

DARKNESS, SPAWN, Witchblade, Batman, Detective, many Image titles, Preacher, etc. E-mail: gwebber@ldd.net or 573-339-0430.

4122 COMIC COLLECTIONS FOR SALE

$100,000 OVERSTREET value $10,000! $10,000 value $1,500. Both heavy on better sellers. Friendly Frank's Comic Cavern, 5404 NW 64th St, KC, MO 64151, phone/fax 816-746-4569.

PRIVATE COLLECTION. 3,000 bagged, boarded, boxed and alpha. Many Indies, Marvel, DC. 97% VF/NM. Guides out to $20,000. Best offer. List available. 1-800-425-2991. LVS16@aol.com

MY BEST! Platinum Gold, Silver, Bronze, Modern. Send SASE for each. Age of interest. Ed, 5523 Cynthia Dr., Roanoke, VA 24018. edwoodard@juno.com

COLLECTION FOR sale valued $70,000, selling B.O. 1960s to 1990s, Strong Marvel, DC & Independents, some 1940's & 1950's. Contact: Matt, 108 Lowell Ct. #8, Princeton, NJ at 609-514-0940 or e-mail: coeferm@aol.com

OVER 1,500 assorted DC, EC, Marvel, King, Dell, Gold Key, Fawcett. Catalog $2 refundable. Bill Coble, 331 N. Roosevelt, Shawnee, OK 74801. 405-273-7279 anytime.

PERSONAL COLLECTION not a dealer. 1,000 comics for sale. Marvel and DC, Spiderman #1, 2-35, DareDevil #1-11, X-men #1-15, Fantastic Four #4-7, #13-17, #19-52 plus many more early issues. DC's include all titles Silver Age. Most have my name on copy, but are in excellent condition. Boxed and bagged. Will take best offer, minimum $10,000. Bonus to high bid. Serious inquiries only. Send SASE to: A.P. Tristan, 3210 Cascade Creek, Humble, TX 77339.

LAKESHORE COMICS 7654 W. US 20, Michigan City, IN 46360. 219-871-0823, lscomics@adsnet.com. Comics, toys, supplies. Open Monday through Saturday 11-6, Visa and MasterCard accepted.

APPROXIMATELY 60,000 Comics accumulated from 1960s to date. Most last 15 years. Must sell. Please inquire: Charles Roth, 642 E-233 Street, Apt. 3B, Bronx, NY 10466-2824. 718-547-6892.

MARVEL DC Gold Key many others, send 9x11 SASE 68¢ postage for free list, low, low, low prices: 4213 Iriona Bend, Austin, TX 78749.

4123 COMIC COLLECTIONS WANTED

$350,000 SEARCH for quality comic book collections!! Buying most everything from 1933-1972. Serious buyer. Rick Semowich, 56 John Smith Road, Binghamton, NY 13901. 607-648-4025.

COLLECTOR PURCHASING Covers and Splashes from 1935-1980. Stephen Fishler, 873 Broadway Suite 201, NY, NY 10003, 800-229-6387.

WORLDS FAIR 1939. Need copy with missing inside pages! Michael Dice, 309 S. Washington St., Cortez, CO 81321. 970-564-9018, evenings.

WANTED: COMIC collections made before 1958. None are to small or large! Michael Dice (cbg) 309 South Washington,Cortez CO. 81321. Phone evenings: 970 564-9018. Email: oldcomix@fone.net.

4128 DARK HORSE FOR SALE/ WANTED

VENUS WARS for sale. 1-14 NM $30 OBO. This is great work. Check it out. Colby Black, 524 Palmetto Ave., Frostproof, FL 33843.

4130 DC, FOR SALE

SUPERBOY 1980 1-6, 9-23, Supergirl 1980 4-16 $1 each postage $2. Eagle Collectibles, 3338 Appel Rd., Bethel Park, PA 15102. 412-831-3989.

FLASH FLASH Flash Flash New Flash 1-40 NM $55. Silver Age Flash 304-321 FN-NM $20. Colby Black, 524 Palmetto Ave., Frostproof, FL 33843.

A LOT of stuf' DC Comics, plus special discounts for CBG readers at www.stuffforsale.com/dccbg.html

JLA #1-8 (mint) CBG guide price $92.50. My price $75 plus $3 S&H. Greg Piepel, 649 Cherrywood Loop, Richland, WA 99352. 509-375-4907. mixsoft@aol.com

HISTORY OF Batman, box scratched, $80. Also: History of Superman, NM, $100. At FAO's they're $120 each plus tx. Rey Caban 718-382-5460.

BRAVE AND Bold 42 FVF $113.50, 43 VG- $41.50, 52 VG $20, 60 VG-$10, 62 VG $13.50. Satisfaction guaranteed. Doug Albacete 707-448-3101.

BATMAN 161 VG+ $15.50, 167 VG+ $10.50, 183 VG+ $14.50, Brave and Bold 29 GVG $178.50, 36 GVG $37.50. Satisfaction guaranteed. Doug Albacete 707-448-3101.

65 DIFFERENT Justice League comics. Send $30 postage paid to: M.J. Mitchell, 2469 W. Lisashire Ln., Taylorsville, UT 84118.

THREE PAGES of DC for swap or sale. Dan Lyon, PO Box 152, Franklin, NJ 07416.

4130 DC, FOR SALE

NUMBERS 2-4 each series F-VF $10 ea., Angel/ Ape, Anthro, Hawk/ Dove, Omac, Secret Six, Supergirl, Witching Hour include $3 postage. 303-424-8762. Cliff Gemmell, POB 740982, Arvada, CO 80006.

BATMAN 114 VG- $36.50, 119 GVG $30, 126 G $12.50, 128 GVG $20, 131 VG $22.50, 134 VG- $19.50. Satisfaction guaranteed. Doug Albacete 707-448-3101.

WONDER WOMAN'S first and last appearance! Secret Origins (1973), reprints origin and Wonder Woman 329 (final issue). Both NM+ for $12. Reserve: Jeff, 744 Berger St., Emmaus, PA 18049. E-mail: stjeffpb@juno.com

HI GRADE Flash! Issues 226, 230 and 242, all NM- to NM+. All 3 for $20. Reserve: Jeff, 744 Berger St., Emmaus, PA 18049. E-mail: stjeffpb@juno.com

GREATEST TEAM Up Stories $25 HC. Greatest Superman PB $15. Greatest Joker PB $15. Greatest Golden Age HB $25. Greatest Batman PB $15. 502-458-1968.

RONIN #1 NM $15; Robin II #1 $10 NM; Ray Mini 1-6 NM $50; Plastic Man #16, 17, 19 $8 each. John Leonard, 1626 Shubel, Lansing, MI 48910.

SANDMAN 1ST Series 1974 (Kirby) 1-6 $35, Sandman 2nd series 1989 1, 2, 3 $100. Both $125. John Leonard, 1626 Shubel, Lansing, MI 48910.

JLA 1ST 8-9 VG, 15, 21, 22 G, 23, 25, 26 G, 28, 29, 31 G, 35-39 G, 7-13 NC, 18-30 NC $175. Ernie 603-447-5701.

CATWOMAN TPB "Her Sister's Keeper" 1992, Newell, Birch, BLair. Orig. $9.95, now $6.50 plus $2 P/H. Ron Schwartz, 2031 Paseo Olivos Ct., San Jose, CA 95130.

SANDMAN MYSTERY Theatre: "The Tarantula" tpb., Wagner and Davis, 112 pgs., orig. $14.95, now $8.95 plus $2 P/H. Ron Schwartz, 2031 Paseo Olivos Ct., San Jose, CA 95130.

BATMAN 188 VF+ $18, 188 VF $14, 191, 192, 194, VF, $15 ea. Add $4 postage. Barry Eller, 309 South Rowan Avenue, Spencer, NC 28159.

FLASH 173, 180 (FN) $10 each. 181, 189, 190, 193, 194 (FN) $6 each. GL #24 (VG) $20, #29 (GD+) $13. Many more. Mike 978-937-0990.

BATMAN 115-452, Dark Knight 1-4, Blackhawk 141-273, Black Lightning 1-11, Black Magic 2-9, G-NM. 30-50% off guide. SASE assures reply. Wally, Box 76, Waynesburg, Ohio 44688.

BLACKHAWK MOVIE Script, Xerox copy, 1983, optional by Warner for Spielberg, 140 pages, true to comic, $22.99. Richard Dumont, 750 Whittemore, Middlebury, CT 06762.

TITANS 1980 1-57 Annual 1&2 Solid Mint D.C. presents #26 Titans Previewed Books $140, sell $75 pp: 606-283-2356. Jack Cason, 9 Lakeshore Dr., Florence, KY 41042-9790.

STAR SPANGLED War 138G+ 140VG, 141VG, 142VG, 143F-, 144VG-, 145F-, 146F-, 148VF-, 152VF. All for $60. Steve Spilger, 16830 Barrington Court, Granger, IN 46530.

NEW TEEN Titans Cheap #1 (Nov. 1980) thru #59 plus First Three Annuals, all NM+ $50 postpaid. Bruce Meservey, 21 Clement St., Worcester, MA 01603. 508-756-5559.

DC 100 pagers for sale. Most in VG to NM. Send today for free price list. Colby Black, 524 Palmetto Ave., Frostproof, FL 33843.

WATCHMEN 1-12 NM $50 OBO. Own a piece of comic book history. Hurry, only one set available. Colby Black, 524 Palmetto Ave., Frostproof, FL 33843.

DC COMICS for sale. Most $1 each. Batman, Superman, Hawkworld and Vertigo. Write for list. John French, 5707 Walther Ave., Baltimore, MD 21206.

GREEN LANTERN, 152 to 159, 162 to 164, 176, 210 NM, $1 each, postage $2. Eagle Collectibles, 3338 Appel Rd., Bethel Park, PA 15102. 412-831-3989.

SILVER AGE JLA, B&B, Flash 1 Atom, Hawkman, Blackhawk, Green Lantern, Kamandi, Aquaman, Shazam, some Marvel, all 30-40% below guide. Kurt, 810 Wentworth Ave., Manteca, CA 95336.

DC 100 Page Super Spectacular #4 F/VF $50. (Solid VF with below average pages). Also, Young Love #107, VF/NM $75. Phone or fax: 516-783-6418.

SUPERMAN COLLECTION 1975-1980. Includes most issues from all titles. Very high grade. Sell/ trade. Best offer. Toth, RR 1 Box 5975, Smithfield, ME 04978. 207-362-6449.

HISTORY OF Batman, box scratched, only $80. Also: History of Superman, NM, $100 at FAO's they're $120 each plus tx. Call: Ray Caban, 718-382-5460.

SUPERMAN RARE 1942 Lowther novel with G/VG DJ. Book solid. Shuster color, plates. Great piece $575 or make offer. Steve 301-603-0246.

SUPERBOY: G/VG 16, 20, 22 $45 each, 29 VG $55, 34 VG $45, 44 VG $30. Forest Overman, 5382 N. Highway 13, Brighton, MO 65617.

4130 DC, FOR SALE

50¢: ACTION Comics 583-88, 596, 640, 684-708, 711-716, 728-29, Annuals 5-7, Skin Graft 1-4, MOS 0, 18-39, 46-51, Superman 75-95, Gallery much more! 309-796-0356. keithconant@usa.net

ABSOLUTE VERTIGO #1 VG+/F- $4, Preacher #1 NM $25, #3 NM $20, #5 NM $10, #6 NM $10. Contact: Joe 781-321-1901. xfyles1@aol.com

THE BATMAN Chronicles #4 (1st full Hitman story) NM $10, Demon Annual #2 (1st Hitman) NM $17.50. Joe 781-321-1901. xfyles1@aol.com

ADVENTURE 329 VF/NM only $50. Lots more DC Comics in stock. Send for catalog. Joel Thingvall, 1670 Laurel Ave. #2, St. Paul, MN 55104. thingvall@aol.com

JLA SET 1-23, Ann. 1, Secret Files 1, 2, Midsummer, Paradise Lost, Prometheus, Aztec 1-4, 10 NM $105. John Egan, 355 Gambier, San Francisco, CA 94134. 415-334-5553.

ADVENTURE SET 323, 324, 332, 333, 337, 341, 343, 359, 367, $60. VF- average. John Egan, 355 Gambier St., San Francisco, CA 94134. 415-334-5553.

4131 DC, WANTED

DC SILVER age collections wanted, other publishers as well. All grades. Call Jerry 212-302-8192. Fax 212-302-4775.

PAYING 35 times guide for SuperGear comics, 1976 Superman giveaway 4 pages Superman on front skiing. 410-939-8271.

PREACHER WANTED issues 1 thru 35, as set only. Dave, 123 Clarion Ave., Decatur, GA 30030. dboles@dkmc.org

ALL-STAR SQUADRONS $47, 48, 58, and annual $2. Send asking prices to: MK, PO Box 662, Medway, MA 02053.

BATMAN FAMILY 1, 5, 6-11, 13-16, 18-20, Action 443, Adventure 266-283, 314-326, 334-344 wanted. Good. L. Florio, 157 E. Church St., Bergenfield, NJ 07621. Send list.

4140 DELL/GOLD KEY/WHITMAN FOR SALE

HAIR BEAR Bunch collection! Issues 1-7 all VF+/NM-. All 7 books for $100 including postage. Reserve: Jeff, 74 Berger St., Emmaus, PA 18049. E-mail: stjeffpb@juno.com

RAGGEDY ANN #4 VG $14, Dell March 1966. Send want lists. Ray Olivieri, 33 Highland Ave., West Seneca, NY 14224. 716-675-8469.

1968 THE Beatles Yellow Submarine comic book in VF+ condition with poster (which is hard to find with this book). Steve 305-296-1457.

4141 DELL/GOLD KEY/WHITMAN WANTED

MAVERICK, FC892, FC930, FC945, FC962, FC980, (#7-#19), Have Gun Will Travel, #5, Wild Wild West (GK #1), Colt .45, #5 Zorro! CDF, Box 113, Jonesboro, IL 62952.

TWILIGHT ZONE #1, 3, 15-92, Outer Limits #2, 10-18, Magnus Robot Fighter 30, 37, 42-46, VF or Better. David Rauchwarter, 266 Juniper Ave., Red Wing, MN 55066. 651-388-4100. E-mail: drauchw@pressenter.com

4150 DISNEY, FOR SALE

BIGGEST BIG Mickey Mouse $40 postpaid. 100 assorted comics $20 postpaid in USA. Cinemagic #1 1972 $20. Bob Ranken, 25012 Wiley Cyn. Rd., Newhall, CA 91321.

NM DISNEYS $2 Ducktales #1 to 13, MM #223 to 256, M&D #4 to 22. Free shipping! Dan Lewonczyk, 29 Markwood, Manchester, CT 06040. 860-643-0453.

SOME VERY cool Disney toys and memorabilia for sale. Toys, statues, banks, etc. 50s-70s. Call now! Rey Caban 718-382-5460 for items available.

CARL BARKS Library VIII, 3 Vol. and Slipcase, Mint, First Edition, $150. Fantasia Program Book, 1940 VG Nice Color $65. Richard 413-477-6971.

THE HARDY Boys (First comic book) four color 760, 1956, Good $8 postpaid. 732-269-1025. Joseph Castellano, 26 Anchorage Blvd., Bayville, NJ 08721.

NY SEVEN year old wants to trade Ducks (and Richie Rich). Huge variety. Reading copies. Your list for his. C&J Smith, PO Box 60362, Pasadena, CA 91106.

4160 EC, FOR SALE

MAD 2 VG- $250, 3 Fine $240, 9, 10 Fine $180 each, 16, 17 Fine $120 each, 20, 21 Fine $120 each. Fred 201-864-2252.

JOE ORLANDO original page Weird Science #10 pg.3 top condition, clean, nice space scene, classic Orlando, $250 postpaid. Bob Nastasi, 12 Gillette Ave., Sayville, NY 11782. 516-567-8069.

4161 EC, WANTED

WEIRD SCIENCE 19, Weird Fantasy 7, 9, Weird Science Fantasy Annual 2. Ed Lancaster, 3364 Kathy Drive, Pittsburgh, PA 15204.

4161 EC, WANTED

WANT NM: Mad #251, 253, 254, 257, 269, 270, 272, 273, 274, 276, 315. Want VF crakced #8-9, Laugh In #6, 8, 10, 12. Marc 516-829-8376.

4171 FAWCETT, WANTED

CAPT. MARVEL Advs., Capt. Marvel Jr., Gene Autry, Mary Marvel, Wow, Marvel Family, Whiz, Master, Spy Smasher. William Giles, Box 271, Keithville, LA 71047. 318-925-6654.

4181 FOREIGN, WANTED

"ADAMSONS BASTA Under 25 Ar", Swedish anthology of Adamson strips (Silent Sam). Let me know. Thanks. Eric Morey, P.O. Box 322, Woodacre, CA 94973. 415-488-0649.

FRENCH COMICS wanted: Bandes Dessinees, "A Suivre" any comic series in French. Send list: Joel P., 260-C SW 84th Ave., Plantation, FL 33324.

4190 HARVEY, FOR SALE

DICK TRACY: FN #94 through 99. #102 through 106. $13.50. Two $12.75 each. Others. Money orders. Information, write (no calls). Bowden, 1907 Texas, Rantoul, KS 66079-9037.

4204 IMAGE FOR SALE/ WANTED

IMAGE PREMIUM pack! Avengelene Deathmate, Darker Image, Supreme Prophet, Golds and Chromes. Includes 50 different. $50 includes shipping. Comicland, 9582 Hamilton, Huntington Beach, CA 92646. 714-647-7200. pashnutguy@aol.com

MAGE HARDCOVERS Vol. 2, Vol. 3, signed limited slipcases of first series. $75 each, $120 both. Will trade for art/ DC Silver. Zane 773-975-9066. E-mail: zielinskiz@ctt.com

LEAVE IT to Chance, Issues 1-4, $20 ppd. for all. Call James at 609-386-3964 or E-mail at: jminieri@m-s-g.com

CLIFFHANGER COMICS - great selection and competitive prices. Battle Chasers, Danger Girl, Crimson plus other comics in high demand. Visit us online: www.nitrocomics.com 908-464-9787.

WITCHBLADE #7 NM/NM- $7, #8 NM $8, #10 NM $13, #13-#15, #17 NM $3 each. Contact Joe xfyles1@aol.com or 781-321-1901.

DARKMINDS 1 $5, Variant $6.50, A.U. Variant $7, 2 (Regular) $2.75, Variant $3.50, set of both $5.50! Crimson Chromium $40. Shipping/handling $3 4 items. 626-303-1152.

4207 MALIBU FOR SALE/ WANTED

WANTED: MALIBU'S T2 series. All nine issues. Help! Rudy Junior, 72 Horn Lane, Levittown, NY 11756. rudyaub@erols.com

4210 MARVEL/TIMELY, FOR SALE

UNCANNY X-MEN 151 to 161, 163 to 199, 223 to 247 $3 each. Postage $2. Eagle Collectibles, 3338 Appel Road, Bethel Park, PA 15102. 412-831-3989.

SPIDER-MAN RARITIES- Magazine format 1&2 (B&W), t-shirt transfer, Pocket Comics PB (FC), $25 each, all $85 ppd. Cliff Gemmell, POB 740982, Arvada, CO 80006. 303-424-8762 for details.

X-MEN 144-152 $20, 180-192 $20. VF/NM, includes postage. comicsale@aol.com. Rob Reich, 2010 Swan Pointe Ter., DePere, WI 54115.

DD: MAN Without Fear mini series $9 ppd. Glossy pages, embossed covers, all 5 issues! David Toftum, 5601 69th Ave. Apt. 312, Brooklyn Park, MN 55429.

ASTONISHING TALES #1 F/VF $10. Where Creatures roam #1 FN $6. Stocked in depth. P/H $3. Superdreams, 1600 Saratoga Ave. #403-255, San Jose, CA 95129.

THE ONE 1-6 $15; The Eternals 1-19 $85; Nick Fury vs. Shield 1-6 $25; Spyke #1, signed and numbered $25. Mark Klein, 147-09 78th Rd., Flushing, NY 11367.

MARVEL MASTERWORKS Vol. 9, 22, 27, $30 each. Son of Origins, paperback 1st $25. Marvels TPB $15. Fury/ Wolverine Scorpion Connection $10. 502-458-1968.

DESTROYER DUCK 2-7 NM $20 ppd. Eternals 5-18 NM $1 each. Devil Dinosaur 3-8 NM $2 each. Machine Man 2-9 NM $2 each. 2001 1-6, 9, 10 NM $2 ea. 808-487-7659.

DAREDEVIL (1973): 105, 107, 115, 116, 129, 134, 135, 137, 139- All VF. $2 each. $3 P&H. SASE. Allen Schuler, 7506 Appletree way, Louisville, KY 40228./

AMAZING SPIDER-MAN 42-100, low to high grades, cheap. Plus hundreds more SA Marvels from personal collection. Michael Ambrose, 2208 Saratoga Dr., Austin, TX 78733.

AMAZING SPIDER-MAN #57. Great copy, looks NM, but has crease in center of cover, so F/VF. Only $35. Reserve: Jeff, 744 Berger St., Emmaus, PA 18049. E-mail: stjeffpb@juno.com

SILVER SURFER 82-85, 87-88, 90-96, 99, 102-103, 107-110; Punisher 47-56, 79-84, 89-97, Journal 39-49, 53-60, 64-70, Zone 13-16, 18-22, 24-35, 50¢ each more! 309-796-0356. keithconant@usa.net

4210 MARVEL/TIMELY, FOR SALE

MARVEL SETS Uncanny Tales 1-12 NM $25, Vault Evil 1-23 NM $40, Ghost Rider 1-7 G $12, Namor Submariner 1-11 NM $20. $3 postage. Ernie 603-447-5701.

PLANET APES 1, 2, 3, 5 NM $20, Tales Asgard 1 NM $15, X-Men Special Edition 1 NM $5, 2099 Unlimited 1 NM $3. $3 postage. Ernie 603-447-5701.

HULK NOVEL "What Savage Beast" hc/dj 384 pgs., Peter David. Perez illus. just $9.95 plus $2 P/H. Ron Schwartz, 2031 Paseo Olivos Court, San Jose, CA 95130.

VENOM GOLD ink sketch on Venom Lethal Protector #1 by inker Sam Delarosa, authenticity certificate included $10 postpaid. Anna, 124 Koepke, San Antonio, TX 78214.

BEST OF Marvel Comics Vol. 1 HC $40. Tarzan Vol. 1 HC (NBM) $25. Batman Night Cries HC $20. All for $70. Taylor 252-827-5504.

AMAZING SPIDER-MAN #50 FN/VF $123 #69 VF- $14, #77 VF $14, #79 VF $14, #80 VF+ $18, #81 VF/NM $21, #82 VF/NM $21. Jim 408-867-9485.

BLADE #1. San Diego Con Promo, comic. Wesley Snipes photo cover. Super rare, only $5 postpaid. Serge Fidlon, 19221 Sherman Way #21, Reseda, CA 91335.

INCREDIBLE HULK #181 FVF $300, F $225. Send for free catalog. Joel Thingvall, 1670 Laurel #2, St. Paul, MN 55104. thingvall@aol.com

X-MEN 25 Mint special while they last $10. X-Men 27 Mint $2. Mark Graff, 1863 North Miller St., Santa Maria, CA 93454. 805-925-7193.

NIGHT NURSE #4 VG $10 postpaid. Mark 254-772-4571.

WOLVERINE MINI-SERIES set #1-4 $68, Star Wars Annual #1 $13, #3 $12. 407-240-8177. John Levanduski, 648 Wechsler Circle, Orlando, FL 32824.

AVENGERS #1 Volume 1, $1,100 OBO. No trades. Jeff, 9750 SW Morrison Street, Portland, OR 97225. E-mail: thecavalier@juno.com

CONAN #13 VFN (Ink'd) $7. Please add $1.50 for postage. Write for my free selling list. Joseph Pormigiano, 74-56 260th Street, Glen Oaks, NY 11004-1123.

ADV. INTO Terror 29 G $15, 25 (C) $5, Adv. Into Mystery 3 FG $9, 4 G CL $12. More. Ray Storch 510-658-3403 before 6pm PT weekdays.

AMAZING ADULT Fantasy 7 FR $30. 8 FR $30, 9 VG $75, 12 VG $75, 13 G- $35, 14 FG $35. Ray Storch 510-658-3403 weekdays.

ASTONISHING 19 (C) $7, 51 GVG $15, 55 FR $10, 55 VG $20, 57 VG $25. Men's Adv. 22 NFC $5. More. Ray Storch 510-658-3403 weekdays.

WOLVERINE (MINI) NM #1 $34, 2 $20, Silver Surfer (old) NM #1 $390, 4 $330, Star Wars NM #1 $60. #2 $25. 540-667-3819.

X-MEN BLOWOUT tons for sale. Good prices. Good variety. Marvels, DC's and many others. SASE to: Linda Mar, 11015 Freer Street, Temple City, CA 91780.

FREE CATALOG
DISCOUNTS UP TO 75% OFF GUIDE
▶ BUYING & SELLING comics. Any year, any quantity.
▶ WANT LISTS filled. 50,000+ items in stock at all items.
JASON W. LEHTO comics & collectibles
14303 NE 81ST STREET, VANCOUVER, WA 98682
Phone: (360) 604-0705 E-mail: JWLEHTO@AOL.com
Phone/mail/appointment only. Not a store.
Stock not at this location. Leave a message.

4211 MARVEL/TIMELY, WANTED

G.I. JOE comics wanted. #1 $3, #2 $5, #3-#10 $1 ea. #11-#26 50¢ ea. #27 up 25¢ ea. First prints. NM only. Tom Kalb 602-962-5751 Mon.-Sat. 11-7.

BUYING MARVEL Masterworks. #7, #13, #17, #20, #21, #25. Also some for trade. John 608-278-7521. jesnyder@netscape.net

PAYING 50% of Guide for Fine or better Amazing Spider-Man #1-9, 12-15, #17, $50. Call after 7pm, 630-406-8236, George.

BUYING MARVEL Masterworks: #13, #16, #17, #18 $50; #6, #21 $40; also buying all others! Atlas, POB 25095, Overland Park, KS 66225. 913-345-1069. chris@atlascomics.com.

WANTED: AMAZING Spider-Man #1-134, 230 and 231. Please send condition and asking price to: Scott Talmadge, 304 Major Ave., Staten Island, NY 10304. E-mail: charlyhoho@aol.com The cheaper the better.

WANTED: MARVEL Masterworks hardcovers #16, Spider-Man #20, Iron Man #22, Spider-Man NM/M can be opened. Michael Wilczek, 33 Arlingtgon Ave., Auburn, NY 13021. 315-253-2054.

WANTED! MARVEL Comic on the life of Mother Theresa. Please help me find one. Bill Cain, 206B E. Losey, Scott AFB, IL 62225. 618-744-1543. asgard41@aol.com

MARVEL MONSTER reprints wanted for 7-year-old boy's Christmas present. How many will $20 buy? Dave Hockman, 605 22nd St. SE, Auburn, WA. 98002.

MOONSHADOW BOOK trade paperback from Marvel. Will trade or pay cash. Signed book would be great! Dan Cherney, 2525 Vermilion Road, Vermilion, OH 44089.

4211 MARVEL/TIMELY, WANTED

TRADING A.S.M. Have mostly over #250 and other misc. comics. Need under #200. Giving 20% more in trade. Kevin Sandmeyer, 1519 W. Philadelphia St., York, PA 17404.

THOR 350, 351, 352, 353, 354 & 355 NM/M. Brian Schell, 25 Sagewood Circ., Conway, AR 72032. bschel@acxiom.com

COLLECTOR PAYING 50% of overstreet for early 60's Key Marvel and D.C. in solid Fine condition. No restoration. B&B, #28 ect. Call 423-357-3197.

4215 PLATINUM AGE FOR SALE

TWO COPIES Little Orphan Annie #1. First copy is VFN+ with DJ. Second copy is VG $250 for pair. Carl 208-523-1278.

MILT GROSS "Hearts Of Gold" 1983 Abbeville reprint of 1930 classic silent novel, tpb, $6.50. Ron Schwartz, 2031 Paseo Olivos Ct., San Jose, CA 95130.

EVA, PORA and Ted 1931, $25. Yellow Kid sheet music, $40. Yellow Kid Cap bomb $170. Monumental Collectibles, PO Box 388, Manchester, MD 21102. 410-848-0275.

4220 SCIENCE FICTION/HORROR FOR SALE

50 PAGES of Dracula II, The Big Top, Jones Index, Scan, Trauma, more. $3 illustrated catalog fanzine. Biff Smith, 1344 West Flower, Phoenix, AZ 85013.

WEB OF Evil #12 VG $30, Strange Fantasy #14 VG $35, Suspense #6 VG $45, Baffling #16 VG $33. Scott 214-328-5832.

ADV. INTO The Unknown #5 FR/G $20, Forbidden Worlds #5 VG $70, Web of Evil #12 VG+/F $38, Eerie #4 VG/F $100. Scott 214-328-5832.

CHAMBER OF Chills: #17 F $50, #18 $50, #21 F/VF $70, Strange Worlds #4 (Avon) VG+ $130, Marvel Tales #102 G $90. Scott 214-328-5832.

MONSTER TIMES 1972 NO.2 Star Trek issue! (VG) $25, No.43 (1975) Demon issue! (VG) $15. Both 32 pgs. Geoffrey Mahfuz, 30 Phebe Ave., Lowell, MA 01854.

WITCHES TALES #12 G $15, #15 VG+ $28, #26 VF $50, #27 VF $50 Marvel Tales #102 G $100, unseen #7 VG $40. Scott 214-328-5832.

WEB OF Evil #3 VF+ $160, #17 VG $30, #12 VG $30, Tales to Astonish #2 VG $95. Beware #6 VG $90. Scott 214-328-5832.

HIGH GRADE complete runs of all Marvel Horror reprint books. Also Marvel magazines and about 10-15 early Marvel Horror books. Steve 305-296-1457.

4221 SCIENCE FICTION/HORROR WANTED

DYNAMIC #8, Mister Mystery #18, Startling Terror Tales #11, Weird Tales of the Future #8, Ghost #6. 900 Henderson Avenue #2408, Houston, TX 77058. 281-335-7355.

4240 UNDERGROUND, FOR SALE

LARGEST SELECTION of undergrounds. More than 1,200 items, rare, out of print, current. For list, send $1 to: Don Donahue, Apex Novelties, PO Box 3199, Berkeley, CA 94703.

DEMI COMICS, 1-4, Crossovers- Tracey Adams, Shaundra, Cassiopeia, & Captain Fortune- signed, $4.50 each. Free newsletter. Adults only. Opus Graphics, PO Box 2068, Scottsdale, AZ 85252.

4241 UNDERGROUND, WANTED

ZAP COMIX original art wanted. I pay the most for desirable pieces. Eric Sack, 201 Old York Rd., Jenkintown, PA 19046.

4250 INDEPENDENTS, FOR SALE

WILD PERSON in the Woods features mystery, danger and jungle action with orangutans. Order from October's Previews under "G.T. Labs". E-mail: g.t.labs@umich.edu for more information.

1980S, '90S Independents, DCs, Marvels for sale below Overstreet. List: SASE to G.E. Guay, PO Box 142, Quincy, MA 02171-2016 or e-mail: gguay@gis.net Thanks.

X-FILES 0-35 $170 for set. Derek Mirabal, Cond Plaza Real Caparra. 187 Carr 2. Apt 509, Guaynabo PR 00966. derek@coqui.net

JONNY QUEST #1 $6, #2 $4, #3-5 $3 each. $3 postage. SASE for full list. Tom Hegeman, 35 Church, Oneonta, NY 13820.

FAUST SET #1-#11 (#11 is signed by Vigil) for only $35 ppd. Sold as set only. E-mail me at: dpedicini@earthlink.com

RARE MCFARLANE Art Coyote #11-14, his first work! Impossible to find, only $20 ppd. Michael Todasco, 117 Founders Pointe South, Bloomingdale, IL 60108. 630-205-2357.

4251 INDEPENDENTS, WANTED

I WANT to thank the people who responded to my cry of help. Miracleman collection is almost complete! Still need #23-up. hclark01@hercules.baker.edu

THE PROFESSIONAL (Golgo 13) #1-3 wanted. Viz Comics, I think. Sam Roberts, 2810 E. Yesler Way, (Apt. 3), Seattle, WA 98122.

4260 WESTERNS, FOR SALE

LARGE LIST of Western comics for sale. Send 64¢ postage to: Ed Spiegel, 335 Farrington Blvd., North Brunswick, NJ 08902. 732-821-7471.

CLASSIC WESTERN videos: Roy Rogers, Gene Autry, Lone Ranger, William Boyd, Randolph Scott, John Wayne. For list: Ron Kamrowski, 20 Winding Hills Rd., Florida, NY 10921. nutcom@worwick.net

REX ALLEN 3 F $21, 4 VF $45, 10 VF $45, Rod Cameron 4 F+ $65, 19 F+ $52. Phoenix Enterprises, 223 Fairview, Erin, NY 14838.

MASKED RAIDER #1 (1955), Cheyenne Kid #18 (1959) and Cowboy Western #54 (1955). Condition averages VG, all for $40. Reserve: Jeff, 744 Berger St., Emmaus, PA 18049. E-mail: stjeffpb@juno.com

4261 WESTERNS, WANTED

GENE AUTRY, Roy Rogers, John Wayne, other Westerns G-to NM condition. Paying up to 50% Overstreet guide. 28th Edition. Silvestri, 17170 Melon Ave., Fontana, CA 92336.

REAL WESTERN Hero #75, 77, 83, 85, Hoppy #4, Lone Ranger #37 and Patches #8, #11. Paying guide. Steve Treiber, 1675 West 9th St., Brooklyn, NY 11223. 718-266-2004.

LONE RANGER #142; Tonto #1, #10; Range Rider #1; Dale Evans #1; Lawman #1; Trigger #8; Rex Allen #1; other Westerns. Peter Bendza, Box 467, Thorsby, AB Canada.

4300 GOLDEN AGE, FOR SALE

SHADOW COMICS Vol. 7, No. 7, October 1947; Vol. 7, No. 8, November 1947. Mint, $600 each. James Maxwell, Box 367, Lampeter, PA 17537. 717-464-5572, 717-464-5573.

FREE CATALOG 90+ pages: Horror, Disney, Movie, Western, Esoteric, Sci-Fi. Send 4 32¢ stamps, $2 credit on first order: NACCA, 16 Split Rock Rd., Pittsford, NY 14534.

25% OFF Current guide. E-mail for list. fwh@3rddoor.com

SUPER COMCIS #8 Fine Dec. 1938 $150 postpaid. Paul Hudson, 18 Alfresco Drive, Ballwin, MO 63021. 314-391-8916.

FRANK BUCK 70 G $25, Wambi 8 G $10, Dream of Jeannie 1 G $12, Josie 1 VG $15, Henry Aldrich 1 G+ $6. $3 postage. Ernie 603-447-5701.

NORTHWEST MOUNTIES 4 G $25, Judo Joe 1 G $12, 3 G $10, Judy Canova 24 G $15, Spectacular Feature 11 G $20. $3 postage. Ernie 603-447-5701.

EXCITING 46 G $40, Terrific 16 G $12, Feature 38 G $30, Champ 13 G $35, Hit 44 G $12, Planet 46 $35. $3 postage. Ernie 603-447-5701.

SPARKY WATTS 4 G $12, Robin Hood Tales 2-4 G $15 each, Saint Avon 11 G $10, Star Spangled 65 NC $30. $3 postage. Ernie 603-447-5701.

GOLDEN AGE #1 issues Northwest Mounties (Lubbers cover, Baker art), Roy Rogers (pedigree), Firehair (NM-), Bullseye (Simon and Kirby). 540-789-7056.

BEN CASY Film story 1 VF $30, Bill Boyd 3 VF $60, Blackhawk 18 VG/F, 25 F $85 each. Donald Puff, 500 Walton Dr., Cheektowaga, NY 14225. 716-834-0996.

ROMANCE GEMS: Rom. Adv. 25 VG $28; Girl's Romances 2 (G/VG) $52; Golden West Love 3, VG+ $48; Love Romances 9 VG $19.50; True Life Secrets 20 VG+ $15. 413-549-0852, P&H $3, Jack.

SENSATION COMICS 17 Poor $17. Mark Drummond, 1302 N. 49th St., Apt. 10, Omaha, NE 68132. 402-553-5804 after 7pm.

PLASTIC MAN #50 VG+ $45, Tomahawk #5 G+ $35, Adventure #195 G+ $30, #215 VG- $35, Superboy #10 G $50, Superman #74 G $50 Shags 253-862-5055.

#1 COMIC The "Scarlet Pimpernell" 1940s comic book, very good condition, $100. Steve Berdy, 159 W. Sherman Ave., Newark, NY 14513. 315-331-6618.

JUMBO COMICS: #78, #81 $75 ea., #99, #113, #126 VG $55 ea.; #127, #149 F-VF $75 ea. or $400? Best. 303-424-8762. Cliff Gemmell, POB 740982, Arvada, CO 80006.

RARE SCHOMBURG good girl art. Picture quiz book paperback, bikini cover, Popular Library #223 VG+ $75. (Fine value $140). Jim 404-296-2480. jimwalls@mindspring.com

ALL WINNERS #18 VF $525. #13 FN+ $349, #10 VF $575. Detective #45 FN+ $625. Human Torch #4 FN+ (MR) #399. #8 FN+ $950. 702-259-4509.

ALL NEW Short Story #1 F- $860. KO #1 F+ $320. Clue #10 F #140. Spotlight #2 VF $240. 718-698-4210 days.

NEW LIST #69. Much scarce and rare. Related paper collectibles. Priced for quick sale. List $2. Ken Mitchell, 710 Conacher Dr., Willowdale, Ontario Canada M2M 3N6.

4300 GOLDEN AGE, FOR SALE

PRIZE COMICS Western, two publisher's bound volumes, circa 1949, #68-#79. Unbound guide value: $825. Sale $250 postpaid. Davis, 34 Lexington, Pitman, NJ 08071. 609-589-1233.

CRIMES DOES Not Pay #68 GD/VG, Headline #60, 68 GD/VG, Real Clue Vol. 6 #2 VG, Justice #16 VG. All five $25. 412-342-2156 after 8pm EST.

ACTION #23 VF- (nice) $975. Prize #8 (Kirby) scarce G-VG $195, Shadow #5 (painted cover) VG-F $225. Trades possible. Dave Hartwell, 57 Cedar St., Worcester, MA 01609. 508-791-3634.

4301 GOLDEN AGE, WANTED

WILL TRADE for GA Comics. Have Gold/Silver to trade. Send me your list, and I'll send mine. Barrett, 6328 Eliot, Long Beach, CA 90803.

WANTED: NEGRO Romance #2 and This Magazine is Haunted #3. VG condition. Contact: Dennis Brennan, 94-30 59 Avenue, Rego Park, NY 11373.

FEATURE BOOKS #1-57, large feature comics, #1-30 and #1-13, Roy Rogers 4 color #38, 63, 86, 95. Dave Brauhn, 416 Waterbury, Cedar Rapids, IA 52402.

PAYING 60-100% guide. Rusty Riley, Valor, Piracy, VF-NM only. Red Ryder 35 VFNM, Military 13-16, 21-23, Roy Rogers FC38-95, Master 21-29 GVG, Fight 33-34. Gabe 760-325-5977.

JUNIOR #12-16, Fight Against Crime #20, Choice #3, Negro Romances #1-4, All True Romance #6, Terrific #5. 900 Henderson Avenue #2408, Houston, TX 77058. 281-335-7355.

BIG BOOK of Fun Comics, New Book of Comics 1, New Adventure 12, 14, 16, 17, 18, 22. Detective 2 wanted. Brian Faraci 860-347-5756.

NAMORA #3, Silver Streak #20-21 in affordable condition. Delmo Walters, 939 Woodycrest Ave. #416, Bronx, NY 10452.

WILL TRADE Captain America, 12 for Crime Does Not Pay 24. TSP, PO Box 3326, Durham, NC 27702. 919-682-0302.

S&K READING copies of Super Heroes, Romance, Horror, Crime wanted if cheap! Jeff Gelb, R&R, 10100 Santa Monica Blvd., 5th Floor, Los Angeles, CA 90067.

BANNER COMICS #4, 5, Blazing Comics 5, 6, Blue Circle 3, 4, Capt. Atom 4, 6. Tom Garcia, 3830 Neptune Ave., Brooklyn, NY 11224.

OUR FLAG #2, 3, 4, Super Duper 8, 11, Super Dooper 3, 5, 7, Choice 2. Tom Garcia, 3830 Neptune Ave., Brooklyn, NY 11224.

CAPTAIN FLASH #4, Capt. Fearless #2, Capt. Marvel Storybook #1, Choice Comics #2, 3, Famous Crimes #1. Tom Garcia, 3830 Neptune Ave., Brooklyn, NY 11224.

BUYING GOLDEN Age comics and collections. Paying 50% of Overstreet Price Guide for most Golden Age/ pre-code comics. Call Gerry 818-779-7643.

ACTION COMICS #149, All American #89, 92-94, Detective Comics #135, Superboy #3, Fine or better. David King, 16012 Meridian Ave. N, Shoreline, WA 98133.

4310 SILVER AGE, FOR SALE

SECRET SIX #1-7, strict VF $100. Mike 650-321-6314.

http://members.tripod.com/~hamrman52/index-8.html is my web page for the 1968 Sub Mariner Series for sale. Write to: Hamersky, PO Box 1334, San Diego, CA 92112.

AMAZING SPIDERMAN: #14-144 VG-NM; Silver Surfer #1-18 VF-NM; Tales of Suspense #41-65 FN-VF; Swamp Thing #1-2 NM; Incredible Hulk #102-123 VF; Iron Man and Submariner #1, FN+; Green Lantern #24, 76 VF; Tower of Shadows #1, 9 NM; Batman 219-267 VF; Brave & Bold #87-118 VF; DC 100 Pg. Super Spectacular #4-18 VF-NM; Defenders 1-3 NM; Detective #105 GD; #400-451 VF-NM; Fantastic Four #26-161 VG-VF; Fantasy Masterpieces #3 NM; Forever People #1-11 VF-NM; JLA #10-46 FN-VF; Kamandi #1, 2 VF; Marvel Superheros #14-20 NM; Mister Miracle #1-14 VF-NM; Monster of Frankenstein (Atlas Comics) #1-9 NM; New Gods #1-11 VF-NM; Nick Fury #1-7 VF; Prince Namor, The Submariner #1 VF; Thor #130-238 FN-NM; Weird Mystery Tales #1 NM; X-Men #22-94 FN-VF. Many other titles not listed - send SASE for list. 40%-80% of Guide. Accurately graded - satisfaction guaranteed or money back. Tom Chapman, 390 Ranch Rd., Bishop, CA, 93514, (760) 872-2427; e-mail: wwfifths@gte.net

FORBIDDEN WORLDS, Frontline Combat, F-Troop, Get Smart, Ghost Stories, Giant Comic Edition #11 VF, related. Ed Kalb, 1353 S. Los Alamos, Mesa, AZ 85204. 602-981-8957.

SUPERMAN #199 VF $150; Marvel Spotlight #4 NM $25; New Gods #2 NM $25, #3 NM $18, #8 NM $10. Call The Further Adv. 252-447-5946.

TEEN TITANS (1967) #13 VF/NM $30, #14 VF $23, #15 VF+ $25, #16 VF+ $25. $4 P&H. Merle Covell, 510 Union St. Lot 22, Fort Walton Beach, FL 32547.

FLASH GORDON Dell, Gold Key, Charlton, Flintstones, Flyman, Flying A's Ranger Rider, Flying Nun, related. Ed Kalb, 1353 S. Los Alamos, Mesa, AZ 85204. 602-981-8957.

FOLLOWING (FN) comics, bargain priced at $15 each plus $3 postage. Star Trek #15, 19. Paul Bocci, 53 Berkley Street, Valley Stream, NY 11581. 516-791-2182.

4310 SILVER AGE, FOR SALE

INTERNATIONAL SALES! 1,000,000 Comix Silver-Age to 1996. I ship everywhere! Free 30%-90% discount catalogue. 844 Tittabawassee, Saginaw, MI 48604. 517-752-7578. Send wantlists. http://www.users.enc-1.com/backissu/index.htm

PRUNING COLLECTION: Silver, Bronze, 1250 Comics, 75% Marvel. High grades, reading copies, below guide. X-Men #2, Spidey, Tos, TTA, Big Thor Lot, Early Creepy. Michael Ambrose, 2208 Saratoga Dr., Austin, TX 78733.

MYSTERY IN Space #24 (1955). Last pre-code issue. Nice black cover, fine, but centerfold detached, $80. Reserve: Jeff, 74 Berger St., Emmaus, PA 18049. E-mail: stjeffpb@juno.com

SPACE WAR, Phantom, Saby, X-Men, Nightmare, Showcase, Planet Comics, Gorgo, Crazy, 50 pages, illustrated catalog fanzine $3. Biff Smith, 1344 West Flower, Phoenix, AZ 85013.

AMAZING ADVENTURES #1-7 $50 ppd. Brain Boy #1-6 $55 ppd. Batman Annuals #3-7 $65 ppd. Wally Stoelting, 5824 Winamac Lake Dr. 2-A, Mishawaka, IN 46545.

FANTASTIC FOUR #13-99 parting out, low/ mid grades. Reasonable. Send wants: Len Knappenberger, 1148 Dennis Drive, South Bend, IN 46614. E-mail: knappleli@aol.com

BATMAN 115 VG $39, 116 PR/FR $11, 127 GVG $25, 133 GVG $17, more. Conservative grading. Karl Mattson, POB 784, Long Lake, MN 55356. 612-473-3938. kmattson40@aol.com

THE FOLLOWING (VG) comics, bargain priced at $10 each plus $3 postage. Atom #15, 16. Paul Bocci, 53 Berkley Street, Valley Stream, NY 11581. 516-791-2182.

SILVER AGE Marvel and DC at 50% off on all books. If interested call Steve 305-296-1457 or write: Steven Silva, 1259B Matthew Perry Ct., Key West, FL 33040.

4311 SILVER AGE, WANTED

FIGHTING ARMY 74, 83, 90, 91, 93. Army War Heroes 27, 30. Allan Pachelo, PO Box 6875, Santa Fe, NM 87502.

ATOM 1 G+ $52.50, 3 G- $10, 8 GVG $10.50, Batman 95, 96, GVG $42, 110 GVG $32.50. Satisfaction guaranteed. Doug Albacete 707-448-3101.

COLLECTOR, WHOLE Series 4 sale. Mars patrol total war; 1-10 VG-FR 1965-1969; Earth invaded by Aliens, $45. #5 cover loose. Allan Pacheco, Santa Fe, NM 87502.

MARVEL'S GREATEST Comics 31 and 34; Doom Patrol (1964) also wanted. Gary Banks, 1406 Wisteria St. SE, Cullman, AL 35055.

WANTED: TIPPY Teen 1, 5; 18-27 F or better. Roger Clark, 247 Kensington Way, Los Gatos, CA 95032. 408-377-1588.

HOLDING OUT for a higher price! For NM Silver Age I could be your higher price. Bob Storms 212-213-5590 if you want to hear my offer.

COVERS WANTED. Golden and early Silver Age. Also coverless and incomplete. Send lists. John O., Box 309, Mt. Hermon, CA 95041. thdrake@aol.com

4320 GENERAL COMICS, FOR SALE

MARVEL AND DC Comics for sale/trade. Silver Age to modern. SASE for list to: Frank Campbell, 3008 Oakhurst, Austin, TX 78703.

1000'S MARVEL/ D.C./ Indy's. Old/ new. 10%-90% off. Long SASE plus 2 32¢ stamps for lists. Jim Martin, 6610 Sonoma Ave., Fontana, CA 92336.

HOWARD PORTER Original art for sale. JLA, JLX, Lobo, The Ray, Hawkman pages available. E-mail: hop01@aol.com

STUF' FOR sale: comics, action figures, RPG, Sci-Fi at www.stufforsale.com

GEN. DOUGLAS MacArthur 1944 15¢ NM war series, just $40. Buddy Cantrell, 11266 132nd Ave. NE, Redman, WA 98052. 495-822-5579 nights.

USAGI YOJIMBO -- ten trade paperback collections! Comics from Dark Horse! A new action figure available soon from Antarctic Press!

THE 15¢ comic book is back! Send $15 for 100 1980's and 1990's mixture, mostly Marvels and DC's. Cahill, 95 Terrill Ave., Trenton, NJ 08619.

PARTRIDGE FAMILY Summer Special #5, Last Issue #21, both Fine both for $15 plus $3 postage. Bill Hogan, 30W080 Greenbrook, Warrenville, IL 60555.

FANTASTIC FOUR 22, 32, 33, 36, 37 fair $23 ppd. 30 good+ $10, 32-38 good+ $6 each. 41 F/G $5 shipping. Ben Apilado, 99-149L Kohomua St., Aiea, HI 96701.

FANTASTIC FOUR 40 G/VG $9. 42 good- $4, 43 VG $9. 43 good- $4. 43 good+ $6. 46 good+ $8. 46 very good $10. 808-487-7659.

"THE PHILISTINE" Super Hero action! Issues 1-3, plus 2 sample books and cards, $7.50. P&H included. Free $2 P/H. Jester's Moon Werewolf comic! Oneshot, Box 474, Stafford, CT 06076. http://www.Javanet.com/~oneshot/oneshot.htm

"SIGNED HERE"! Wrightson, Linsner, Busiek, Fabry, Hartsoe, Sienkiewicz, Romitta, Kelly, Jones, Aragones, Romita Jr., Tucci. 10 autographed books with photos included, $42. 757-865-1019.

4320 GENERAL COMICS, FOR SALE

GEN. DOUGLAS MacArthur 1944 15¢ NM War series (54 pictures of events of his life), $40. Buddy Cantrell, 11266 132nd Ave. NE, Redmand, WA 98052. 495-822-5579 nights.

100 INDEPENDENTS $20 postpaid. 50 different X-Men $25 postpaid, 100 different Marvels $20 postpaid. Smyth, 215 West 92nd St. 4E, New York, NY 10025. liveoperaheavenjuno.com

WILD PERSON in the Woods features mystery, danger, and jungle action with orangutans. Order from October's Previews under "G.T. Labs." E-mail: g.t.labs@umich.edu for more information.

LADY DEATH: Lingerie #1 Special plus 11 other #1 issues for $8. M.O. preferred VF/NM. For Your Collection, 928 W. Norton Suite 441, Muskegon, MI 49441.

20 DIFFERENT out of print comic books from the past 20 years. Batman, Superman, bonus included, $24.95 postpaid. James Esposito, Box 2419, Milford, CT 06460.

DANGER GIRL #1 ($10) NM, Bad Boy #1 (NM) Oni Press ($10). Adventure Comics #431 (NM) B. Spectre ($30), many more. Add $5 P/H and Ins. Scott Talmadge, 304 Major Ave., Staten Island, NY 10304. E-mail: charlyhoho@aol.com

FANTASTIC FOUR 47 GOOD $5. 53, 54 VG- $6 each. 56 VG- $6, 60, 63 good $4 ea. 70 VG+ $5. 70 VG- $4. Shipp $4. Ben 808-487-7659.

FANTASTIC FOUR 71 VG/F $7. 71, 75 good+ $3.50. 79, 80, 81, 82 fine $6 ea. 80-82, 84, 87 VG/F $5 each. 82 G/VG $4. shipping $4. Ben 808-487-7659.

1980S, '90S DC, Marvels, Independents for sale below Overstreet. List: SASE to G.E. Guay, PO Box 142, Quincy, MA 02170-2016 or e-mail: gguay@gis.net Thanks.

WIFE SEZ Comics must go! 25/ $9.50, 50/ $16.50, 100/ $30 postpaid. (125, 150, etc. 30 cents each). Marvel, DC, Independents. Dave Kell, 814 Clark, Canton, MO 63435-1222, dkell@culver.edu

MS. TREE #1-6 VF/+ $12, 100 Pagers; DC-19 F+ $5, DC-22 F- $3, J.L.A. 112 F $8, S.F. 164 VG/F $3, Uncle Scrooge Advent. #21 $8. 707-823-8961.

MADS (45-241, many!) Plus Archies (1970-80s, hundreds) cheap! Or trade for Marvels (1960-70s) (G-FN+) Cracked 5-108, or? Rick, 2443 Fair Oaks Blvd. #43, Sacramento, CA 95825. richardp@statenet.com

ALL NM Dreadstar #18-26 $1.50 ea.; #27-38 $1.75 ea.; #39-41, 43-49, 51, 53 $2 ea.; Dreadstar Annual #1 $2. Call Mark: 715-824-3359. Leave message.

OWN A comic store, over 90,000 comics, 300 toys, showcases, register, counters, nice inventory, ready to go, everything $30,000. Charles Laporte, PO Box 294, Niles, MI 49120.

OVERSTREET'S COMIC Book Marketplace (becomes "monthly" with issue No. 3) No. 1-17, 19, 20 $100 postpaid. Steve Jacobs, 2 Buckingham Road, Natick, MA 01760.

SETS STAR Wars $600, Animal Man 1-89 $80, Doom Patrol 19-87 $70, Outsiders 1-28 $20, Aquaman 2nd series 1-13 $10. John Caputo, 62-10 80th St., Middle Village, NY 11379. 718-457-9203.

25 ASSORTED Batman $12; 25 assorted Superman $12; 25 asorted Spider-Man $12; 25 sssorted Avengers $12. Todd Franks, 5284 State Road 50, Webster, FL 33597.

HELLBOY: WAKE Devil, ALmost Colossus, Hellboy/ Ghost, Two 1-Shots, Zombieworld. Complete mini series. Everything for $25. Lou 718-693-1372. All mint.

BABYLON 5 by Neil Gaiman. Script book $17 postpaid. DreamHaven, 912 W. Lake St., Minneapolis, MN 55408. 612-823-6161. dreamhvn@visi.com

50¢ COMIC books, 1000's to choose from. $150 gets box with 350 comics. Great deal. Also magazines 50¢ each. Steve Silva 305-296-1457. 1259B Matthew Perry Ct., Key West, FL 33040.

FC 1252 and 1341 Andy Griffith Comics for sale. Many different grades. Send SASE to: Tony Iannone, 59 Concord Dr., Fairview Hts., IL 62208.

FREE CATALOG!
Many crammed pages.
All types GA to recent. Most under $1.00.
Many 25¢ each.
Discounts & FREE postage on large orders.
BEA SINCE 1975
P.O. Box 811, Temple City, CA 91780

4321 GENERAL COMICS, WANTED

BUYING DANGERGIRL #1 $3, #2 #3 $1. Battlechasers #1 $3, Kiss Psycho Circus #1, $2. Jim Boughton, 8039 Pyrmont Road, Lewisburg, OH 45338. E-mail: jtb@infinet.com

WANTED: BATTLE Chasers #1 (all), Astro City #3 (Vol.2), Vampirella #113, Starman #11, Fathom #1 (Wizard). Rick Waugh, 4001 W. 242nd St. #A-4, Torrance, CA 90505. 310-373-3831.

JUXTAPOZ V1#1, Hepcats 1987-97 (10th Anniversary book), Madam and Eve books, pictures from Words. Write: John Adams, 97 Willow St., Lockport, NY 14094-4856. Email: JQAIII@aol.com

4321 GENERAL COMICS, WANTED

BUYING DANGERGIRL, Darkchylde, Battlechasers, Kiss Psycho Circus, JLA, Ladydeath and more. Older comics, too. Jim Broughton, 8039 Pyrmont Road, Lewisburg, OH 45338. E-mail: jtb@infinet.com

LIKE CUTTING your sales down to 40%? Advertise with a Website only! Hudreds won't contact you!! Get a clue! Box 664, Plover, WI 54467.

SPIDER-HUNT VARIANT covers (wanted poster style). Sensational Spider-Man 25 Peter Parker, Spider-Man 89. Email: bbjarm00@popiuky.edu

ABOVE GUIDE: Topix Vols. 1-6; Treasure Chest especially vols. 18, 24-25, Summer fun; Interfaith's Challenger. Harry Miller, 190 Peach Blossom, Bowling Green, KY 42103. 502-843-2300.

TRADERS! I Have some Golden and Silver Age, lots of 1970s-1980s. Your list gets mine. Nelson Corey, RR 1 Box 1474, Waymart, PA 18472-9757.

TRADERS WANTED. DC, Marvel, Indys- mostly modern comics. Send your list for mine. Robert Abbatomarco, 630 Albert Place, Ridgewood, NJ 07450.

GOLLY! I Need Harvey Humor comics 60s-90s, reading copies at fair prices! Send me your lists, gang! Rich Sawyer, 15 Eggebrecht Rd. #4, Laporte, IN 46350.

AIRCEL- BARRY Blair's "Leather and Lace" (Adult) book Vol.2 #4. Call or write: John Mason, 281-424-1082, 200 Timber, Baytown, TX 77520.

AVALON

Overstreet Price Guide Senior Advisor 1994-present
Comics Buyer's Guide Customer Service Award Winner 1990-present

ALWAYS BUYING PRE-1965 COMIC BOOKS AND RELATED ITEMS

P.O. Box 234
Boston, MA 02123
617-262-5544
617-948-2300 FAX

SEND $2 FOR 88-PAGE CATALOG WITH 400 PHOTOGRAPHS.

4400 ORIGINAL ART, FOR SALE

KURT SCHAFFENBERGER original comic art and book collection! Send SASE for list and info to: Howard Bender, 515 Buxton Rd., Toms River, NJ 08755. E-mail: hbillustrator@adelphia.net

HTTP://www.TRHGALLERY.com One of the largest websites of original comic art for sale..Tom horvitz 1-818-757-0747. E-mail: trhgallery@earthlink.net

DC COVERS!! Original one of a kind 12" x 18" mechanical art 1970s-1980s DC titles! SASE. C/O Howard Bender, 515 Buxton Rd., Toms River, NJ 08755. E-mail: hbillustrator@adelphia.net

BILLY AND Pop, pin-up art!! Own an original page of everyone's favorite father and sone comic collectors, $26 ppd. Howard Bender, 515 Buxton, Toms River, NJ 08755. E-mail: hbillustrator@adelphia.net

PRIZE ART from San Diego Convention: Atlas - Kirby, Heck, Ayers; covers, pages - Wrightson, Smith, Wood, Wolverton, Lashley, Pop Mhan. Rich 650-917-8476, after 5pm West.

PIN UP art Olivia Betty page watercolor $1,900. McEpherson Pastel $2,400, TNT Thompson $2,400. Bob Dell WW2 $400. Hagenauer, 2200 Dahlk Circle, Verona, WI 53593. 608-845-9651.

ROMITA SPIDER-MAN
Original Art Wanted
Serious collector buying any page, any issue from Amazing Spider-Man. Top prices paid! Also wanted: Kane, Ditko
AARON SULTAN
3201 Arrowwood Dr., Raleigh, NC 27604
919-954-7111

ORIGINAL ART
BUYING, SELLING, TRADING
Call with Wants or to Sell Items
Always Interested in Adams, Buscema, Ditko, Kirby, Kubert, Romita, Steranko, Etc. Looking for 20 Cent Covers Marvel, DC All Titles
ANTHONY
363 W19 Apt 3R, New York, NY 10011
(212) 229-2630 • Fax: (212) 352-3357
Web site - http://members.tripod.com/~AnthonySnyder/art4sale.html

4400 ORIGINAL ART, FOR SALE

DOONESBURY SUNDAY original art for sale. Rare Sunday dated 11-24-96. $1,000. Robert Farney, PO Box 341071, Milwaukee, WI 53234. 414-546-4627. rfarney@execpc.com

ILLUSTRATED LISTS, strips, pages, gag panels, $3 refundable for $5 on first order. Comic Art Gallery, 110 North Columbus Street, Alexandria, VA 22314. 703-370-4407.

ADULT ANIMATION and art. $5 for video catalog. Statement of age required. I.G., PO Box 42, Washingtonville, NY 10992. 914-496-3213.

PLAYBOY PAINTING Cartoon art by Phil Interlandi. Great nude on bed $800. Mark Bigler 801-392-2438. markbig@aol.com Can e-mail picture.

ORIGINAL ART: Silver Age wanted by Kirby, Kubert, Ditko, Anderson etc. Call Steve Vano 416-249-6451 or write: 528 St. Clair Ave. W, Toronto, Ontario M6C-1A2.

CURT SWAN Superman: #373 p.12 $95, #394 p.15 (splash) $125, #396 p.16 $85. Superboy #17 (1990) p.20-21, fights with Luthor $150 pair. E-mail: fusillilee@aol.com

ALAN DAVIS artwork from the Nail, Fantastic Four, and Clandestine available. For lists, visit the DOA website at: www.doa.netsus.com or call Jim 301-782-4052.

ROBIN COVER by Mike Zeck, Detective Splash by Netzer/Hanna; Spider-Man 52 by Lyle. SASE pictured catalog. Doug, 11 Stonerise Dr., Lawrenceville, NJ 08648.

ZIPPY PINHEAD daily 4-2-90 $250; Tomb Dracula #62 cover $1,200; SASE for copies. Mark Pickerell, 3804 Shadybrook Dr., Lawrence, KS 66047. 785-841-2237.

WRIGHTSON: BATMAN The Cult Book One page 35, signed $375. Shipping included. 414-483-8947.

PLAYBOY CARTOON art painting and preliminaries. Good girl art, etc. Free catalog. Mark Bigler, 1372 Sheridan Dr., Ogden, UT 84404. 801-392-2438. E-mail: markbig@aol.com

BUYING MORE Silver Age pages from 1959-1964 by Marvel or DC. Steve Vano, 528 St. Clair Ave. W, Toronto, Ontario M6C 1A2, Canada. 416-249-6451.

MAD FOLD-INS. Original art for sale, framed. Signed by Al Jaffee. Mad 144 and 173 great condition, $1,200 each. Both for $2,200 OBO. Doug 212-737-9057.

ROCK AND Roll comic strip original art.-Dick Clark's Rock, Roll and Remember dailys and Sundays available. Features the Beatles, Dylan, Bowie and many others. 508-755-4207. www.thatse.com

WANTED IN VF or better: Josie and the Pussycats (52 pages) 1993 (#1), Spring 1994 (2). Wanted in VG or better: The Virginian (Gold Key 1963) #1 (10060-306). Mike Prince, P.O. Box 251223, Little Rock, AR 72225.

HOT SEX!!! Ha Ha Made ya look! As long as yer here might as well buy pg. 20 of D.D. #40 by Colan for $250 or both page 1's from Jim Starlins' Resurrection #1 & 2 (large art) $200 ea. day 650-961-3505, eve. 408-378-9798.

Victor Dricks / Sci-Fi Art
BEST LISTING ON THE INTERNET FOR ORIGINAL SCIENCE FICTION ART
www.early.com/- scifiart

Original Artwork
Buy • Sell • Trade
ALBERT MOY
36-07 162nd St.
Flushing, NY 11358
718-225-3261
Visit our website: http://www.albertmoy.com
Call for information about artwork I have available for sale and trade.
I'll be at Big Apple Comic Con. Oct. 10th.

4401 ORIGINAL ART, WANTED

WANTED: GALAXY Art, especially MOKF. Send xerox and price. Roger Clark, 247 Kensington Way, Los Gatos, CA 95032. 408-377-1588.

JESSE SANTOS wanted: Cover paintings, interior artwork from Gold Key Red Circle, and CHarlton Comics. Chris Rumsey, PO Box 114, Bessie, OK 73622.

MONKEES ORIGINAL comic book art wanted. Rick Rann, Box 877, Oak Park, IL 60303.

WANTED: MOEBIUS and S. Clay Wilson art. B/W, sketches, color, work, pages, illus. odd item, etc. EC Art wanted. Private collector. Corben wanted. 732-946-0851. jfkelly@myhost.com

PAYING HIGH above market value for complete story to Spider-Man #68 by Romita Sr. Highly motivated because I own the cover. Contact: Glen Brunswick 310-399-7476.

4401 ORIGINAL ART, WANTED

COLLECTOR PAYING top dollar for any Romita Spider-Man art: $600-$1,500 any pages #39-53, $300-$600 any pages #54-125, $50-$250 any pages #126-297, $100-$300 1977-80 Spider-Man strips. For sale/ trade: 400 covers/ pages. Buying art. Mike 330-296-2415. Email: mikeburkey@aol.com

COVERS WANTED: Kamandi #45-60, Secret Society Super Villains (any#), Freedom Fighters #9-15, All Star #69-73 Adventure #452, Showcase #94-99. Jonathan 516-864-2281.

WANTED: AVENGERS #130, 141, #160-201 (Perez, Byrne, Cockrum). No one will pay more for these covers than I will!!! Cash or trade! Jonathon 516-864-2281.

MODESTY BLAISE, Secret Agent X-9, On Stage, Juliet Jones, Mandrake, Blondie, Phantom. Send photocopies, price, condition to: Patrick Adzima, 5 Heather Road, Ellington, CT 06029-3610.

COVERS WANTED: DC Special series #5, 11 (Superman, + Flash spectaculars), Superboy #228, 230, 249-254, Superman #349, Aquaman #63, Manbat #2, Shade #3. Jonathan 516-864-2281.

COVERS WANTED: Jungle Action #14, Champions #11-17, Captain Marvel #47, Invaders #15, 37-41, Green Lantern #92, 100, Supervillian team-up #12-17. Jonathan 516-864-2281.

COVERS WANTED: JLA, Kamandi, Secret Society Supervillians, Champions, Freedom Fighters, Human Fly, Iron Man, D.C. Superstars, Star Wars, All-Star, Showcase, 2-in-1, 1970s covers! Jonathan 516-864-2281.

1970s COVERS wanted: Malgram, Buckler, Chan, Cockrum, Staton, Grell, Nasser, Weiss, Byrne, Perez, Lopez, Aparo, Dillon, Golden, Kane, Kupperberg, Newton, Pollard, Layton, Giordano. Jonathan 516-864-2281.

PEREZ/BYRNE COVERS wanted: Avengers, F.F., 2-in-1, team-up, CAP, Iron Man, X-Men, JLA, Titans, (and any "oddball" titles 1975-1987). Call me first!! Jonathan 516-864-2281.

HORROR COVERS, stories, splashes from 1950-1955. I will pay cash or trade GA. K.B., 48 Dimas Court, Harrington Park, NJ 07640. 201-750-1164.

COVERS WANTED: Captain America #202, 216, 248, Thor 262, Tomb/Dracula #62, 64, What if #17, Defenders #44, 74, Marvel team-up #86. Jonathan 516-864-2281.

Private Collector Paying Collector Prices!!!
For The Following Original Art
Covers, Splashes & Paintings
Jack Kirby (Fantastic Four, Silver Surfer)
Steve Ditko (Amazing Spider-Man)
Bernie Wrightson (Frankenstein)
John Romita (Amazing Spider-Man)
John Buscema (Silver Surfer)
Call if you would like to receive the very best offer for Anything of Significance!
Mark F. McDermott
(414) 241-0998
Evenings & Weekends

WANTED
BY PRIVATE COLLECTOR
DC SILVER AGE ARTWORK
Kubert, Infantino, Anderson, Sekowsky, Heath, Kane, Swan and most others.
TOP PRICES PAID
Why Sell For Less?
PATRICK M. KOCHANEK, M.D.
412-561-5987 Evenings

4401 ORIGINAL ART, WANTED

CARL BARKS: Original Carl Barks artwork wanted. Info to: Andrew Leong, 401 Broadway, Suite 1800, New York, NY 10013. Tel.: 212-343-1881, Fax: 212-343-2882.

RON GARNEY, Captain American artwork wanted. Cover preferred. Send list to: RAT, 1200 Woodruff Road C-18, Greenville, SC 29607.

BIGGEST DICK Tracy collector in the world giving best deals. Buying and trading. Matt Masterson, 31 Maplewood, Malden, MA 02148. 781-322-2605.

IRON MAN 152 Splash pages wanted. Romita Jr. Layton art. Cash or trade. Call Michael, 773-237-9505.

ART ADAMS Longshot #6 pages wanted. Also, will consider other Adams pieces. Ironman #215, #216 covers wanted!! Ask for list of "sale" items. 415-624-0426.

PAYING HIGH above market for complete Romita Sr. Spiderman book. Also paying high for individual Romita Sr. pages. Contact: Glen Brunswick, 310-399-7476.

WATCHMAN, MIRACLE Man art wanted for private collection. Real live cash paid. Contact Jim, 425-882-8080 ext. 17041, E-mail: jimbat@earthlink.net

CRANDALL HOP Frog Art; Winslade Wonder Woman Art; Dan Barry Men's Adventure Comix Art. Send list to: Greg Wilson, 139 Park Ave., Madisonville, KY 42431.

MIRACLE MAN Artwork by John Totleben also need Doctor Strange Artwork by Michael Golden and Paul Smith. Call Mike Sweet 702-645-0662.

COVERS WANTED: Godzilla #3, All-Star #64, Marvel Premiere #45-47, (old) Teen Titans #50-53, Action #474-484, Weird Wonder Tales #18. Jonathan 516-864-2281.

COVERS WANTED: Iron Man #108-127, Hulk #207, Human Fly #10, Micronauts #1-11, Marvel 2-in-1, #16, 36-63, Star Wars #2-22. Jonathan 516-864-2281.

WWW.wsfinearts.com

BRIAN BOLLAND

BUY • SELL • TRADE ORIGINAL ART
COMIC ART
COLOR GUIDES
IRIS PRINTS
SHOP ON-LINE AT WILDSTORM FINE ARTS WEB PAGE
phone: 619-551-9724
fax: 619-551-9544
wsfa@wildstorm.com

ORIGINAL ART WANTED
Buying or Trading for:
NEAL ADAMS (GL. + Batman)
JOHN BYRNE (FF. + X-Men)
FRANK MILLER (D. KNIGHT)
TRI-STATE ORIGINAL ART, INC.
245 W. Chestnut Hill Rd., Newark, DE 19713
(302) 737-9215 (Phone/Fax)

ORIGINAL ART
BUY • SELL • TRADE
Adams • Buscema • Caniff
Ditko • Foster • Frazetta
Hughes • Kane • Kirby
Kubert • McFarlane • Miller
Perez • Romita • Steranko
Swan
Golden Age • Silver Age • Strip Art
TRH GALLERY
TOM HORVITZ
18324 Clark #223
Tarzana, CA 91356
Phone: 818-757-0747
FAX: 818-757-0859
WWW.TRHGALLERY.COM

4401 ORIGINAL ART, WANTED

COVERS WANTED: D.C. Presents #12-14, Flash #243, 268, Shazam #34 (1977), Super Team family #8, New Gods #12-19, Firestorm #2, 3. Jonathan 516-864-2281.

BYRNE, LEE, Adams X-Men wanted. Ross Marvels, Perez Titans. Will pay top dollar for F.F. covers #249, 259, Action #584, Superman #8. Eric 718-855-5258. Darkman237@aol.com

RICH BUCKLER: 1970s DC covers: JLA, Kamandi, Freedom Fighters, Secret Society Super Villians, New Gods, Superteam Family, DC Superstars, Superman, Action, Titans, others. Jonathan 516-864-2281.

ORIGINAL ART ONLINE
www.comicsnart.pcrealm.net

Giant Original Art List

BUY / SELL / TRADE

Send $2.00 for picture catalog to:

Conrad Eschenberg
RR1 Box 204-A, Cold Spring, NY 10516
Phone/Fax: 914-265-2649
E-Mail: comicart@pcrealm.net

ORIGINAL COMIC ART WANTED!!

We are looking to buy Original Comic Book and Comic Strip Art by many Artists.

Very competitive prices paid!!!!

GRAPHIC COLLECTIBLES
Mitch Itkowitz
22 Blue Hills Dr., Saugerties, NY 12477
(914) 246-0952 Phone • (914) 246-1025 FAX

4401 ORIGINAL ART, WANTED

COVERS WANTED: JLA #143-148, 158, 195-220, Godzilla #3, Kobra #6-7, Batman #300, Brave and Bold #136, D.C. Superstars #8-10. Jonathan 516-864-2281.

FOSTER TARZAN 8-17-33 wanted. Also want Raymond Jungle Jim 1936-39 Toppers. David Winiewicz, PO Box 89, Amherst, NY 14226. Phone 716-836-9554.

LOOKING FOR Orion (New Gods) art especially covers and splashes. Any artist or from any title. Send xeroes and price to: A. Cacioppo, 11 Montana St., Hicksville, NY 11801.

RUSSELL PATTERSON art wanted. Mamie Sundays or single illustrations. Stuart NG, 5900 West 76th Street, LA, CA 90045. 310-645-4648. stuartng@juno.com

COLLECTOR BUYING original art, covers and splash pages pre-1980. Absolutely no one will pay more! Call Stephen 800-229-6387.

WARREN ART wanted! Ortiz, Mas, Galvez, Abellan, Salvador, Adkins, Barr, Garzon, Alcazar, Garcia, Nebot, Mastroserio, Roussos, Fernandez, Jones. Karlen, 5130 Blanchard, Dallas, TX 75227. 214-388-1317.

WANTED AVENGERS covers #130, 141, 160-201. (Perez, Byrne, Cockrum) No one will pay more for these covers than I will!!! Cash/trade. Jonathan 516-864-2281.

4410 BIG LITTLE BOOKS, FOR SALE

LARGE LIST, most titles, lots of high grade copies. Want lists welcome. List $1. Ken Mitchell, 710 Conacher Drive, Willowdale, Ontario Canada M2M 3N6.

4411 BIG LITTLE BOOKS, WANTED

$5 EACH for BLBs in complete, reading condition, all titles 1930s, 1940s. Also want comic strip related premiums. James Doyiakos, 2221 W. Lawrence, Chicago, IL 60625.

4420 BOOKS-GENERAL, FOR SALE

HULK NOVEL: "What Savage Beast" HC, DJ, 384 pgs. Peter David. Perez illos. just $9.95 plus $2 P/H. Ron Schwartz, 2031 Peseo Olivos Court, San Jose, CA 95130.

SALE! COCHRAN Boxed volumes Weird Fantasy first mint $75, Weird Fantasy first mitn $75. Both plus postage. Manny Sternschein, 711 Shore Rd., Long Beach, NY 11561. 516-432-3442.

DANTE GABRIEL Rosetti HC w/slipcase, 1989, only $35. (Cover $65). Dinotopia and World Beneath by Gurney, each NM w/signed bookplate, $25 both ($60 originally). 508-995-6968.

4420 BOOKS-GENERAL, FOR SALE

OVERSTREET GUIDES (SC) 6, 10, 12, all VF except 12 has cover crease. All three only $99. Rob Abrams, 281 Fox Hill, Buffalo Grove, IL 60089.

MCGREGOR'S 1978 Dragonflame VF/NM w/Gulacy illos. Why should I part with it? Tell S.A.M., PO Box 36, Kalispell, MT 59903. P.S. Apologies Wes.T. Still interested maybe?

NINE (9) Fairy Tale books Samuel Lowe, 1940? VG. Paul Hudson, #18 Alfresco Drive, Ballwin, MO 63021. 314-391-8916.

BRIDGE BOOKS Auction and Contract. SASE for lists and prices from 1908 to present. John Leonard, 1626 Shubel Ave., Lansing, MI 48910.

ALL IN Color For Dime (1970), Comic Book Book (1973) by Thompson/ Lupoff, both jackets, $85 postpaid. Gordon Sclar, 5010 Lakeview Drive, Fayetteville, NY 13066.

SANDMAN MYSTERY Theatre: "The Tarantula" tpb, Wagner and Davis, 112 pg., orig. $14.95, now $8.95 plus $2 P/H. Ron Schwartz, 2031 Paseo Olivos Ct., San Jose, CA 95130.

PICTORIAL HISTORY of Radio- Settel, Citadel, c.1960, 400+ fotos, FN/VGDj, $12.50 ppd. Charles Ewy, 609-M Cranbrook, Cockeysville, MD 21030. 410-667-4937.

LES DANIELS' "Five Fabulous Decades of the World's Greatest Comics: Marvel" softcover. Fine condition, $15 postage paid. Call Mike Chomko, 610-820-7560 to reserve.

KALUTA- THE Shadow in Hitler's Astrologer- Marvel Graphic Novel 1988, First Edition Hardcover, VF $14 postpaid. Mike Robertson, PO Box 372, Maple Valley, WA 98038.

HARLAN ELLISON Spider KISS Hardback 1991 Trade Edition, $20. Call Mitch 281-444-6293.

THE SHADOW and the Golden Master by Gibson. HC with DJ. Excellent, $25 postpaid. Craig Delich, 2940 North 71st, Kansas City, KS 66109.

CAPT. BILLY'S Whiz Bang 1920s, 1930s magazines digest size, VG cond., 10 different for $80. Alfred Farrugio, 21 W. Lyons St., Melville, NY 11747.

WALT KELLY'S "Ten Ever-Lovin' Blue-eyed Years with Pogo" hard cover, first edition (1959), $12.50 plus postage. Craig 651-698-8981.

BOOKS ON Illustration and Comic Art. Descriptive 664 item catalog available for five 32¢ stamps. Stuart Ng, 5900 West 76th Street, Los Angeles, CA 90045. 310-645-4648.

CHEAP! GRAPHIC albums: Disney, Euro, vintage strips, Marvel, DC, more. All below cover price! (Also magazines: Marvel, Warren, Indies, Warrior, UK, magazines, more.) Send for list(s). Jim Green, 8231 DeLongpre #8, LA, CA 90046.

4420 BOOKS-GENERAL, FOR SALE

NEAL ADAMS - Treasury 2. 1979. 52pp. VF-NM. $30 postpaid. Will trade for other Adams fanzines. Stuart Ng, 5900 West 76th Street, LA, CA 90045. 310-645-4648.

MOTHER GOOSE Pop-up, 1933, Blue Ribbon Books, 3 of the 4 pop-ups, complete o/w poor, $45 ppd. Terry 215-627-7258.

DOC SAVAGE Golden Press hardcovers: Man of Bronze, Death in Silver, Quest of Qui $18 each. David Humphrey, 50 Dusty Lane, Leicester, NC 28748. 828-683-5646.

VF/NM FIRESIDES: Silver Surfer, Hulk Superhero Women, Dr. Strange, FF, Amazing Spider-Man, Spidey Super Stories @ $50; Strength Fitness, Marvel Mazes, Fun Book @ $35. Gabe 760-325-5977.

BARKS. MARVEL hardcovers: Uncle Scrooge in color (Gladstone '87) $45, Barks Library (Another Rainbow). V: Uncle Scrooge, VI: Donald Duck family (shrink wrapped), $85 each; Marvel Masterworks (shrink wrapped). 9-11, 16, 21/ $35, 18/ $75 each. Jim 323-654-7975.

4421 BOOKS-GENERAL, WANTED

WANTED: DAVE Dawson books by R.S. Bowen. Need Guadalcanal, Casablanca, Truk in good shape, dust jackets unnecessary. Steve Kane, Box 86, New Braintree, MA 01531.

READER'S DIGEST Best Loved Books for Young Readers #3. Paying $10 each (not $5) plus shipping. Rodney Schroeter, Box 37766, Milwaukee, WI 53237-0766. sreels@execpc.com

WANTED: MARVEL'S hardcover "Superhero Women" from 1977. Any reasonable price paid. Contact: Ken 303-745-4059. kenottjr@aol.com

BOOGUMS PRESS: The Man from U.N.C.L.E. "The Wolves and the Lambs Affair" by J. Hunter Holly. Bill Finocchiaro, 611 Kimball Ave., Fulton, NY 13069. 315-593-3454.

WANTED: ANY condition: Robert Kennedy Books by Plimpton, Van Danhevval, Etc. (Also Int'l. Memorial Book Anthology). Steven Sawolkin, 228-G Freedom Dr., Belleville, IL 62226.

SPIDEY SUPER Stories hardcover (1977); Krazy and Ignatz hardcover Volume 2; Fine Art of Disney's Donald Duck hardcover signed by Banks. Ivan 415-387-2272.

THE SHUDDER Pulps by Jones. Both hard and soft cover VF plus only. Write: Mike Kutz, 2031 West Old Shakopee Road #28, Bloomington, MN 55431.

UFO MATERIALS wanted! Buying books, mags. devoted to UFOs/ related phenomena. Lists to: Orion Marketing, 1807 Cold Springs Road, Liverpool, NY 13090. Robertc130@aol.com

COMICS BUYER'S GUIDE FREE CLASSIFIED WORD ADS

For Comics Buyer's Guide Subscribers!!!

Classifieds are a great place to advertise if you want to buy or sell comics, and now CBG subscribers can place classified word ads for **FREE!**

This offer is limited to CBG subscribers only. You can place one ***FREE CLASSIFIED*** ad in every weekly issue of **COMICS BUYER'S GUIDE** until this offer expires. These ads must be 25 words or less and fall under the available classifications listed below. Free classified ads must be submitted on the original free ad form you will find every week in **COMICS BUYER'S GUIDE.** Send in one ad every week, but send no money, these ads are absolutely ***FREE!***

Classifications Available For Free Ads

4050 Small Press, For Sale
4051 Small Press, Wanted
4100 Archie, For Sale
4101 Archie, Wanted
4110 Black & White, For Sale
4111 Black & White, Wanted
4120 Classic, For Sale
4121 Classic, Wanted
4122 Comic Collections, For Sale
4123 Comic Collections, Wanted
4128 Dark Horse Wanted, For Sale
4130 DC, For Sale
4131 DC, Wanted
4140 Dell/Gold Key/Whitman, For Sale
4141 Dell/Gold Key/Whitman, Wanted
4150 Disney, For Sale
4151 Disney, Wanted
4160 EC, For Sale
4161 EC, Wanted
4170 Fawcett, For Sale
4171 Fawcett, Wanted
4180 Foreign, For Sale
4181 Foreign, Wanted
4190 Harvey, For Sale
4191 Harvey, Wanted
4200 Humor/Funny Animals, For Sale
4201 Humor/Funny Animals, Wanted
4204 Image, Wanted/For Sale
4207 Malibu, Wanted/For Sale
4210 Marvel/Timely, For Sale
4211 Marvel/Timely, Wanted
4220 Science Fiction/Horror, For Sale
4221 Science Fiction/Horror Wanted
4240 Underground, For Sale
4241 Underground, Wanted
4250 Independents, For Sale
4251 Independents, Wanted
4255 Valiant/Voyager, Wanted/For Sale
4260 Westerns, For Sale
4261 Westerns, Wanted
4300 Golden Age
4301 Golden Age, Wanted
4310 Silver Age, For Sale
4311 Silver Age, Wanted
4320 General Comics, For Sale
4321 General Comics, Wanted
4400 Original Art, For Sale
4401 Original Art, Wanted
4410 Big Little Books, For Sale
4411 Big Little Books, Wanted
4420 Books - General, For Sale
4421 Books - General, Wanted
4430 Paperbacks, For Sale
4431 Paperbacks, Wanted
4440 Pulps, For Sale
4441 Pulps, Wanted
4450 Magazines, For Sale
4451 Magazines, Wanted
4452 Science Fiction, For Sale
4453 Science Fiction, Wanted
4600 Reprints, For Sale
4601 Reprints, Wanted
4605 Phone Cards, For Sale
4606 Phone Cards, Wanted
4610 Portfolios/Posters, For Sale
4611 Portfolios/Posters, Wanted
4630 Trading Cards, For Sale
4631 Trading Cards, Wanted
4650 Oldtime Radio, For Sale
4651 Oldtime Radio, Wanted
4660 Miscellaneous, For Sale
4661 Miscellaneous, Wanted
4700 Novelties/Toys/Games, For Sale
4701 Novelties/Toys/Games, Wanted
4720 Video Games, For Sale
4721 Video Games, Wanted
4800 Fanzines, For Sale
4801 Fanzines, Wanted
4900 Newspaper Strips, For Sale
4901 Newspaper Strips, Wanted

REQUIREMENTS FOR FREE CLASSIFIED ADS

- Free classified offer is available to **COMICS BUYER'S GUIDE** subscribers only.
- One free classified ad per subscriber per week.
- Free classified ads must be submitted on this original form. There will be a new form in each issue. **NO PHOTOCOPIES WILL BE ACCEPTED.**
- Free classified ads must list only specific comics and related items you wish to buy, sell or trade. See the available classifications listed on this page.
- Sorry . . . we cannot accept ads for price list or want list solicitations.
- Free classified word ads must be 25 words or less including any name, address & telephone number. Those ads running over the 25 word limit are subject to editing and/or rejection.
- Free classified ads are not transferable.

NEW

At your request, we are now offering you the option of having your ad run for 3 additional weeks (total 4x's) for only $5.00. SAVES: Postage and you will no longer need to send a coupon each week.

Please print and punctuate

Classification #_____

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25

Make sure your address is listed above exactly as you wish it to appear in the ad. When post office box number is used, we require your complete name and street address below for our files.

Name _____

Address _____

City _____

State _____ Zip _____

Phone _____

Advertising deadline is:
Tuesday, Oct. 20, 1998 for the Nov. 13, 1998 issue.

Mail to:
COMICS BUYER'S GUIDE
Dept. CX, 700 E. State Street
Iola, WI 54990-0001

4421 BOOKS-GENERAL, WANTED

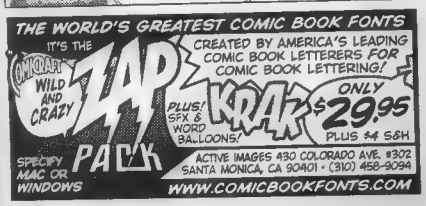
"ADAMSON" (SILENT Sam) strip anthologies. Foreign language or English. If you have any spare copies contact: Eric Morey, P.O. Box 322, Woodacre, CA 94973. 415-488-0649.

BOOK DEALERS and collectors- I need help with this: "Space Marine" novel (Watson), "Deathwing" Anthology, any edition- especially Boxtree hardcovers. knightcea@aol.com

LEBBEUS WOODS. New City or Terra Nova. Will buy/trade. Stuart NG, 5900 West 76th Street, LA, CA 90045. 310-645-4648. stuartng@juno.com

4424 COMPUTER SOFTWARE/SUPPLIES FOR SALE

COMICS BUYER'S Guide readers! We'll create your new World Class Website for free! What's the catch? 716-454-2040 Source Code: 107463.



4430 PAPERBACKS, FOR SALE

THE AVENGER #1 thru #36 complete, fine or better, $125 postpaid. Phil Nelson, 221 Scioto Avenue, Chillicothe, OH 45601. Phone 740-773-2256.,

DELL MAPBACKS: 5 diff. $16 ppd.; 10 diff. $30 ppd. All complete, different genres, VG/Better cond. Nice covers, 1940s-1950s. Paperman, 94 Berkeley Place, Bridgeport, CT 06610.

HIGH GRADE heroes (Doc Savage, Avengers), Dark Shadows, Uncle, Star Trek, Comic Book, Comedy, etc. List $1. Ken Mitchell, 710 Conacher Dr., Willowdale, Ontario Canada M2M 3N6.

4440 PULPS, FOR SALE

5,000 PULPS- all Genres! Special preview lists issued, $10 for 6 issues. Next list: Weird Menace, Bondage, Horror, Mystery pulps! Supergraphics, Box 4489, Reading, PA 19606. VISA/ MC. Call 800-370-0666 M-T 9-4 EST or visit http:// www.prevuemag.com/www-prevuemag-com/pulpADD.chk

WESTERN PULPS for sale. Exciting Western G $300, Rio Kid Western VG $5. P&H $1 each. Danny Espy, 8167 Halifax Way, Charleston, SC 29420.

CARTOONS MAGAZINE Jan. 1916 drawing by Nelson Harding in Brooklyn Eagle, stamped sample copy, G, $120. Live Stories Sept. 1917 G $20. Robert 870-425-0829.

SHADOW JULY 1945 TS FN/VF, Dec. 1946, BC tape, Fine+, Doc Savage 1944, July. Chip VG/FN. 416-222-5808. Offers. Ken Mitchell, 710 Conacher Dr., Willowdale, Ontario Canada M2M 3N6.

4441 PULPS, WANTED

BUYING PULP Magazines- all types and titles, wanted. Will travel for large accumulations. Send list fo my offer. Ray Bowman, Box 167, Carmel, IN 46082.

LONE RANGER Pulps wanted in VG-F condition. Dave Brauhn, 416 Waterbury Lane, Cedar Rapids, IA 52402 or 319-848-5231 or 319-377-3524.

PAYING $10 each for Northwest Romances and Northwest Stories pulps in VG condition. Phil Nelson, 221 Scioto Avenue, Chillicothe, OH 45601. 740-773-2256.

4450 MAGAZINES, FOR SALE

DESTINY, VAMPIRE Mermaid, Comics, photos, Scream Queen Debbie D, Hot and Cool, FOurth Year, Quarterly plus Annual. Scare Monsters, 348 Jocelin Pl., Highwood, IL 60040.

185 PLAYBOYS from 1966-1996 for $185 plus shipping. SASE for inventory to: Magazines, PO Box 20013, Bakersfield, CA 93390. E-mail: tvalenti@khsd.k12.ca.us

VAMPIRELLA #1 $150, #2 $75, #5 $60, #16 $35, #20 $30 or all for $300. Very nice. E-mail: spike3@bright.net or 740-983-2486.

SALE: 15% off my price list according Overstreet PG. Orders must be $10+ after discount. Call for magazine titles and/ or SASE list info. Stacy 718-984-4847.

SPORTS, YEARBOOKS, downbeat, song magazines, science fiction and fantasy, western, etc. 1930s-1970s. Lists 50¢ per category. Ken Mitchell, 710 Conacher Dr., Willowdale, Ontario, Canada M2M 3N6.

4450 MAGAZINES, FOR SALE

VAMPIRELLA #1-#15, #25, #26. Average shape NM. Beautiful set. $750 (about half Guide). 414-744-4912, Greg Krolikowski, 406 W. Bottsford Ave., Milwaukee, WI 53207.

VAVAVOOM! JEST 9/41 Mint P/C $50; Point 5/54 Ekberg inside $15; Show 3/56 Bardot $20; BB Story PB $30; Dolce Vita PB $35. Cliff 303-424-8762.

10,000 MAGAZINES for sale. Newly updated. Wide selection. Monster/ Mad/ B&W/ Sci-Fi/ TV Guide/ more. Download list: http://users.aol.com/hrbholding

CELEBRITY SLEUTH #1-V6#3. Mint condition, $15 each postpaid. Adults only. Stuart Ng, 5900 West 76th Street, Los Angeles, CA 90045. 310-645-4648. stuartng@juno.com

BIZARRE THRILLS #1, 1977 Paragon Publications, Phantom Lady, bondage cover, NM, $22.50 ppd. Adults only. D. Carey, 393 Verdugo Way, Upland, CA 91786.

"STARLIFE" AUG. 1959 Fair cover: Dwayne Hickman, Tuesday Weld, other girls, $15. Jim Burke, 61 Parker St., Freehold, NJ 07728.

FAMOUS MONSTERS! #41, 47, 54, 57, 60, 63, 81, 106, $10 each. #43, 68, 95, 105, 117, 118, $15 each. #92 $20. #114 $50. 214-388-1317.

4451 MAGAZINES, WANTED

COMIC BOOK Marketplace #1 to #23 wanted in near mint. Mad #3 Spring 1998 reprints #7, 8, 9. Calvin Slobodian, 74 Waterloo, Brandon, Manitoba, Canada R7B 3W7. 204-728-4337.

COMICS BUYERS Guides; frantically, desperatly, searching, looking and just generally going nuts trying to locate any CBG's from June to August of 1989. Any condition. Please help me! Joseph Serpico, 325 Brookfield Ave., Staten Island, NY 10308. 718-317-9876, e-mail: serpi@earthlink.net

WANTED: SCANLAN'S Monthly August 1970; Atlantic Monthly February 1950; Pic, March 13, 1945. Cochran, PO Box 242, Planetarium Station, New York, NY 10024-0242.

SMARM MAGAZINE wanted: any issue in any condition, fanzines that feature Gold Key artists. Chris Rumsey, PO Box 114, Bessie, OK 73622.

COMICS REVUE back issues. Most issues needed. Send lists/ prices to: Peter Gallo, 107 Suffield Street, Agawam, MA 01001.

GIRLIE MAGS wanted from the 1950s to mid-70s. Adam, Modern Man, all titles Hustler, Penthouse and Playboy. bill Megyery, 1733A North Larrabee, Chicago, IL 60614.

PRE-1980 WRESTLING magazines, whole and complete only! High grade preferred. E-mail: ctick@aol.com or call 9-5 EST 614-267-4560. Chris Ticknor, 3400 Eisenhower Rd., Columbus, OH 43224.

PHILIP K. Dick stories from Amazing, Galaxy, IF, Fantasy and Science Fiction, Imagination, Fantastic Universe, etc. Don Walsh, 323 Buchanan St., Alexandria, VA 22314. 703-548-5742.

"WIZARD" BACK issue wanted with Alex Ross "Justice League of America" (poster) last year? Also "Kingdom Come" slipcased Edition. Brian Postman, 238 E. 24th St. #2A, NYC 10010.

WANTED: EERIE #17, 33, 41, 47, 48, 51, 59, 77, 125, 136, Av. 72, in NM-M. Andrew Steven, C/O Ian's 1151 2nd Ave., NYC, NY 10021. 212-979-9205.

BRIDGE WORLD Magazine looking for pre-1970 issue. Contact: Len Helfgott, P.O. Box 502, Bergenfield, NJ 07621. 201-837-7577.

COMIC BOOK Marketplace #1 to #23 wanted in near mint. Mad #3 Spring 1998 reprints #7,8,9. Calvin Slobodian, 74 Waterloo, Brandon, Manitoba Canada R7B3W7. 204-728-4337.

4452 SCIENCE FICTION, FOR SALE

LOST IN Space (movie) video release booklet $3; Who Goes There 1955 paperback VG+ $5; Donovan's Brain paperback $3: Polwort, POB 5152, St. Louis, MO 63139.

V STICKERS: Set of 4 $2.50 ppd. Marc Singer 5x7 color photo signed $20. More SF. Cynthia Case, 11324 Knollridge Ct. #3, Indianapolis, IN 46229.

ENSLAVED LEIA fans... Vargo's sexy slave Leia cover of Darkside Magazine's Omega issue will have you enucleating $4. Monolith Graphics, 1171 Pomona, Cleveland, OH 44121.

LOST IN Space motorized robot, mint in illustrated photo box, 196, Remco #760, works with complete instructions, for $1,200. Rogofsky, Box 107, Glen Oaks, NY 11004.

STAR TREK Tech Manual, original 1st printing, $100 OBO. In great condition. Jim Ryan, 4860 Bluesky Drive, Castle Rock, CO 80104. jr3rd@worldnet.att.net

EMPIRE STRIKES Back set of 3 posters (1980, Coke) by Boris, NM, $35. Star Wars comics- send wants. Thomas Hof, Box 2935, St. Louis, MO 63130.

4453 SCIENCE FICTION, WANTED

LIN CARTER'S Tara of the Twilight. Also Lovecraft fanzines Anubis, Nyctalops, Dagon and others. James VanHise, 57754 Onaga Trail, Yucca Valley, CA 92284.

DAN DARE hardbacks by Hawk wanted. John Pasqua, 1848 Edgecomb, Covina, CA 91724.

4600 REPRINTS, FOR SALE

EASY AND Tubbs, Flying Buttress, Vol. 1, 5, 6, 8-18, $12 each plus postage. Cranford, 5768 Azalea Ave., Milton, FL 32570.

MILT GROSS "Heart Of Gold" 1983 Abbeville reprint of 1930 classic silent novel, tpb, $6.50. Ron Schwartz, 2031 Paseo Olivos Ct., San Jose, CA 95130.

4605 PHONE CARDS FOR SALE

ADULT X-RATED phone cards, $5 each. Set of 6 different $25. Walter Wyzujak, 1508 Christina Street, Rockford, IL 61104-4709.

X-FILES OR Simpsons phone cards, $4 each. Walter Wyzujak, 1508 Christina St., Rockford, IL 61104-4709.

4610 PORTFOLIOS/POSTERS FOR SALE

PORTFOLIOS, PRINTS. Hundreds available. Smith, Frazetta, Wrightson, Corben, Adams, Steranko, more! SASE for free list. I also buy! Wesley, P.O. Box 366, Morrow, GA 30260.

LINSNER PORTFOLIO: '91 San Diego Con 7 B/W ltd. prints 11"x17" ('93 reissue) $130. A. Hughes Stargasers '90 Innovation $30. Tom Bieber, 6003 Larkspur Drive, Alexandria, VA 22310.

JEFF JONES "In A Sheltered Corner" hand colored print #27/ 50 signed. Matte and framed $395. Nick Certo, Box 10305, Newburgh, NY 12552. 914-566-4188.

FRAZETTA'S GOLDEN Girl Lithograph print (Russ Cochran 1975). 17x18. NM-mint. Unsigned. $108 postpaid. Stuart Ng, 5900 West 76th Street, Los Angeles, CA 90045. 310-645-4648. stuartng@juno.com

4611 PORTFOLIOS/POSTERS WANTED

DC, MARVEL, Image, Indy posters wanted promo and retail. Send info. to: Efriem Merritt, 817 Ruswood Rd., Winder, GA 30680.

4630 TRADING CARDS FOR SALE

15 PAGE listing of singles, chase, sets, binders and adult cards. Send to: Cards, PO Box 20013, Bakersfield, CA 93390. E-mail: tvalenti@khsd.k12.ca.us

1,000 DIFFERENT magic cards for $200. Mid-Scrye lists at $1,000+. All cards are NM/M. 281-872-1957 or e-mail: kellyoka@flash.net

NEW DEMI The Demoness Adult Trading Cards. 36 Full Color Sexy Wild Art Cards. Signed- $13.95. Adults only! Opus Graphics, PO Box 2068, Scottsdale, AZ 85252.

UNOPENED MARVEL Universe #1 $45, #4 $15; Wildcats $15; Little Mermaid, Batman Animated $20 each; Star Trek #1, #2, Mortal Kombat $10 each. $3 shipping. Aftertime, PO Box 2332, Merrifield, VA 22116.

NON- SPORT boxes, CCG boxes at blow- out prices. Now sports sets 1980s to present. $1 listing. S. DeFazio, 70 Cody Place, Staten Island, NY 10312.

STAR TREK Movie collection by Skybox. Six sets plus six binders in slipcase, mint $300. Don Faruolo, 15 Fairmont Terr., West Orange, NJ 07052. 973-325-3169.

SUPERMAN THE Movie 96 cards, Mork and Mindy 11 cards. Make offer. Ray Storch 510-658-3403 weekdays.

4631 TRADING CARDS WANTED

PAMELA ANDERSON Edenquest set, Playboy puzzles, H.S. 9, 8, Trilogy I 22, 36, 50, 60 Salute - Jenna 7, 11, 17, 26. Louis Bosse, 1120 Aurora, Muskegon, MI 49442-5932.

OVERPOWER CARDS wanted: Power Leech, Any Missions, Batman Holograms, Overpower Inserts. Contact: Rich, 2335 South California, Chicago, IL 60608. Phone: 773-254-6805.

LOOKING TO trade my comics for your cards. Not picky but no adult or fantasy art. Brad, 13500 Chenal Parkway #1910, Little Rock, AR 72211.

WANTED: ADVENTURES Of Batman and Robin P3; E.T. Stickers, #11, 12; Jumanji 24. Please write first. Thanks. Brian Kallenberg, PO Box 223, Lambertville, MI 48144.

SUPERMAN RED Holo #34 needed to complete set. Will buy or trade. Please help! Terry Hanks, 723 Richvale Lane, Houston, TX 77062. 281-486-5560.

WHY NOT trade ten of your promos for ten of mine? Wanted: any interesting catalogues on original art. Tom Vanko, 1527 Somerset Drive, Munster, IN 46321-4387.

"THE SHADOW" Movie cards desperately wanted! Need many to complete collection. Will trade my cards. Send lists. Margot! Rich Sawyer, 15 Eggebrecht, LaPorte, IN 46350.

MARK TEXEIRA Sketch, autograph from M.C.C. '98. I have sketchagraphs autos to trade. Selling $5,200 Collection for $1,600. Write: Raymond Jordan, PO Box 59816, Potomac, MD 20859-9816.

LANDMARK ENTERTAINMENT promotional cards. Jusko ERB P5 promo. Dr. Who autographs. Wildstorm A15 autograph. Bambi Suncoast cel. Speed Racer P3 promo. Maxx redemptions. 617-723-5155. martin_casas@yahoo.com

4631 TRADING CARDS WANTED

WACKY PACKAGES originals. Wrecko, Martian Hats, Nutt's, Caraid, Heavy Trash Bags, Tic-Toc, Hairy Lee, Casket, Prowl. Jeff Mirrione, PO Box 2212, Hollister, CA 95024.

4650 OLDTIME RADIO, FOR SALE

OLD RADIO SHOWS on cassetes, quality sound, low prices, large catalog. They make great gifts. Catalog $1 (refundable with 1st order). Radio Library, Box 200725, Arlington TX 76006

4651 OLDTIME RADIO, WANTED

SEND ME a copy of your favorite radio stories on cassette and I'll send you mine. Ted Stine, 7855 Heather Lane, Vacaville, CA 95688-9613.

4660 MISCELLANEOUS, FOR SALE

ASIAN ACTION cinema! Hundreds of HK and Japanese titles on VHS. For catalog. send SASE (2 stamps) to: Gweilo Video, PO Box 2811, Redmond, WA 98073.

FOR SALE. Beautiful gargoyle statuettes. Four different, $8.95 each (plus shipping). Raven-Atlantic Distribution, PO Box 650538, Fresh Meadows, NY 11365.

SIMPSONS, DISNEY, Batman, Superman and Betty Boop ceramic cookie jars, banks, S&P sets. For pictures and ordering info, visit my web site at: www.extinctcollectibles.com

10,000 POGS for sale 2 for 5¢, 1980s to 1990s Baseball cards 2 for 25¢. Write: Daniel Lirette, 406 Back St., Thibodaux, LA 70301.

ARCADE CARDS 10 sweet poses of Good Girl art. How the GIs Survived, $12 each or all for $100. 540-789-7056.

MCGWIRE, SOSA, Griffey, Ripken, Clemens, Jordan, Ewing, Bird, Barkley, Duncan, Hill, Manning, Marino, Montana, Favre, Sanders, hockey, golf, racing. Media Guides, advanced collectors only. 540-789-7056.

MIKE GRELL Warlord fans. I have something very rare. Mike's first published Warlord. Done as a Sunday page. James Doyiakos, 2221 W. Lawrence, Chicago, IL 60625.

IRON CHEF Videos! See this crazy Japanese "cult" TV show in your own home. $15 includes S&H. Check/M.O. to: Watnem, 5361 Eastway #4, Greendale, WI 53129.

ROY ROGERS Scrap books full of articles, pictures from mag., newspapers, lots of other articles not in books, none glued in books. 910-425-9359.

SPICE X-POSED, Star Wars Troops, lots more videos available, $15 postpaid. 4661 30th Ave. N., St. Petersburg, FL 33713. electric-eye@earthlink.net

BRUCE LEE! Enter the Dragon one sheet! WB soundtrack album! Award books Novel (1973)! Set $150! Lee, 5706 Broadway 13, Pearland, TX 77581. 281-997-7506.

ANIME VIDEO "Zillion 2" from producers of Robotech. Video has full color box in excellent shape, only watched a few times. $7 ppd. Dan 414-363-3761.

LEGION FLIGHT Ring, Size 10, Mint in box, $75. Michal Jacot, 606 Locke St., East Tawas, MI 48730.

PLANET OF Apes AMC special, with 1st movie VHS $20. Also 1st 3 movies one tape $20. Dillon, 2045 E. 28th St., Brooklyn, NY 11229.

JAPANESE TRADING cards 1980s? in original boxes, Space Cobra $75, 8 others $50 each. (Orgus Hokuto, Wingman, etc.). Hagenauer, 2200 Dahlk, Vernona, WI 53593. 608-845-9651.

RARE VIDEO Website over 700 titles and growing. 70's cartoons and live action. Shazam, Kimba, Marine Boy and more. http://home.earthlink.net/~coolstuff/

HUGE FALL clearance oddball sports collectibles now available $1 postpaid. Trades, comics strange toys accepted. Southshore, Box 262, Marlboro, NJ 07746. 732-972-9435 evenings, weekends.

JUMP OFF the page with top notch display ads at great rates!! I'll design what you're looking for. John 717-792-6765.

PRINCE VALIANT, French Silkscreen of Young Val in Merlin's Garden. Beautiful colors, Numbered Edition $55 ppd. 413-532-5341. Dave LeClair, 3 Arlington St., Holyoke, MA 01040.

CLASSIC COMEDY videos: Abbott and Costello, Laurel and Hardy, Chaplin, 3 Stooges, Bob Hope, W.C. Fields. For list: Ron Kamrowski, 20 Winding Hills Rd., Florida, NY 10921. E-mail: nutcom@warwick.net

ELSIE COW Bordens Ice Cream Pam Co. clock 1950's? Very nice condition and works, $60 ppd. Chris 518-695-4247, before 10pm EST. Thanks.

4661 MISCELLANEOUS, WANTED

CEREAL BOXES and premiums wanted. 60s-70s. Quisp, Capn' Crunch, Trix, Freakies, Frankenberry, Twinkles, etc. Roland Coover, 1537 E. Strasburg Rd, West Chester, PA 19380.

HOT WHEELS cars from the 1950s and early 1970s. Make some cash to support your comics habit. Call anytime. Gene 281-347-0648.

WANTED REASONABLE Priced Silver Age, Red Lips video, Marvel Masterworks #11, Foreign Vampire videos. Please send list: Kim Klein, 6027 Brook Court, Clifton, VA 20124.

4661 MISCELLANEOUS, WANTED

ADOBE ILLUSTATOR, Photoshop, Quark Express Computer Programs wanted. Will trade Comics, Cards, DieCast Toys, etc. Randy Crawford, Box 255, Minden, WV 25879. Windows '95 versions.

PAYING 1/2 cover for World's Finest 3 #1, 2, Time Storm GN, Golden Age Greats $11, Pin Up GN #1, 2. Mark Klein, 147-09 78th Rd., Flushing, NY 11367.

GROO BUTTONS from 1984 San Diego Comicon (not the cloisonne pins). Contact: Gary, 8916 Blomberg St. SW, Olympia, WA 98512. 360-352-0432. E-mail: grossfam@olywa.net

MARILYN MANSON music videos. Please help! I need a tape collection of videos. Charles Kline, PO Box 791, Cleveland, MS 38732-0791.

SUNDAY COMICS wanted: 1940s, 1950s, 1960s. Please send list to: Thoemke, PO Box 14261, Santa Rosa, CA 95402.

LUNCH BOXES/ Thermoses wanted: Steve Canyon, Munsters, Super Friends, Beatles, Atom Ant, Cracker Jack, Bozo, more. Buy/ trade. Doug Hazlewood, 309 Dunbar, Victoria, TX 77904-3000.

FIRST DAY covers of the new U.S. Superman stamp. Please send Xerox with price. Greg Davis, 1418 North 725 West, West Bountiful, UT 84087.

1960S MARVEL items wanted by Collector! Autographs; Fan Club Kits; Posters, Buttons, Spider-Man items; anything! Also wanted: John Romita, Spider-Man original art! Contact: Aaron 919-954-7111.

KALUTA- GRAND Adventure reg. and ltd., Metropolis ltd., My Name Is Paris hardcovers. Adam Lee Mabinogion hardcover. T. Adams, 340 S. Logan Ave., Trenton, NJ 08629.

TAROT CARD reader wants Vertigo deck. Cond. unimportant. Must be given. Karma returned. What do you want? Help S.A.M., PO Box 36, Kalispell, MT 59903 please.

NEED TO contact artist Gary Thomas Washington - work opportunity available. Please refer him to e-mail: knightcea@aol.com Thank you.

LOOK FOR episodes of Rocket Robin Hood please contact: Robert Clyde Allen, PO Box 488, Spencer, NC 28159. 704-637-0186. Also Kate Bush B-side records 45s.

SPAM SPAM Spam any Monty Python fans out there if you have anything to do with these chaps or anything to sell call Steve 305-296-1457.

WANTED: 12" Luke and Wampa Target Exclusive. Will trade 12" Han and Tauntaun. E-mail Jim sjm45c@bellatlantic.net

4700 NOVELTIES, TOYS, GAMES FOR SALE

MODEL KITS: Plastic, resin and vinyl. From and of comics, Sci-Fi, TV, movies, space, figures, etc. Old and new, hundreds available. Free sales catalog, we also buy and trade. JF Green Models, Dept. CBG, PO Box 55787, Riverside, CA 92517. 909-684-5300, 800-807-4759, Fax 909-684-8819, e-mail: cbg@greenmodels.com website: http://www.greenmodels.com

4700 NOVELTIES, TOYS, GAMES FOR SALE

PICARD TAPESTRY 1701 original series. Will take $550 for it. It's mint in package. Call now! Rey Caban 718-382-5460. Own a classic toy!!

1959 FRISBEE, red with planets, mint, also Mystery Y frisbe, mint, $95 each. Hold this in your hand and it's 1959! Cliff 978-927-4024.

RIDDLER MODEL Kit Revell, Batman Forever, MIB, $50 or best offer. Jay Mampel, 336 East 326th St., Willowick, OH 44095. 440-585-1889. Lem3kids@aol.com

BATMAN 100TH Edition Figure MIB. Box has 2 minor tears. Guides about $50, your for $25 ppd. Scott Talmadge, 304 Major Ave., Staten Island, NY 10304. E-mail: charlyhoho@aol.com

http://members.tripod.com/~collectibleshop/ has Trek, Star Wars, Comics, Toys, prints, collectibles. If you can't find it, please E-mail: buymystuff@juno.com, as CBG computers printed it wrong previously. Thanks!

EWOKS! STUFFED, 12" Tall, Wicket and Latara. $~5 each/ $25 both plus postage. 719-265-1896, M-F, 5-10pm MST, and weekends. 719-390-1900 days.

DINOSAUR MODEL kits MIB for sale. Horizon, Tamiya, others - many opp. Allen, PO Box 540352, Dallas, TX 75229. E-mail: knightcea@aol.com

SPENCER EXCLUSIVE Riker $35, Picard $35, Neelin $17, Dan $17. 1701 3 pack $25, 12" Joker $35. Mark Arthington, 959 E. Main Street, Suite 243, Prattville, AL 36066.

KISS GENE Simmons, Letter K $25, Thomas Riker $60, Galoob Blue Face Data $75, all postpaid. Other items available. Suzanne or Jamie 702-641-1919.

4701 NOVELTIES, TOYS, GAMES WANTED

WORLDS GREATEST Mego collector needs more Megos for his collection. Any and all Megos needed. Contact Chris at carly@ldd.net

CREATURE FROM Black Lagoon items- toys, figures, "built-up" garage kits, etc. Also "Captain Company" LPs, decals, etc. Doug Smith, 34 Erie Ave., Newton, MA 02461. 617-558-3256.

SUPERMAN WANTED! If you can use some cash, I've got plenty! Just sell me your older Superman collectibles. Danny Fuchs, 209-80 18th Avenue, Bayside, NY 11360.

UNBUILT RESIN from the Grave's "Shock Waves" Resin Kit (Zombi Storm Trooper). Have other figure kits to trade. Hullinger, RR 6 Box 108, Decatur, IL 62521.

FROM THE 60s and 70s, M.M.M.S. membership kits, Marvel Mania posters, buttons and pins, 7-11 cups, glasses. Hal Reed, 703 Catawba Circle, Columbia, SC 29201.

SUPER POWERS MOC. Will trade for "Defenders of the Earth" Phantom MOC. Call or write: Thirasit, 5693 Rayburn Ave., Alexandria, VA 22311. 703-998-7590.

4701 NOVELTIES, TOYS, GAMES WANTED

TOTAL JUSTICE Batman (not fractal) and Robin. Paying $12 and $10 respectively, postpaid. Jim Troost, 1165 59th St. SE, Kentwood, MI 49508. jtroost@remc8.K12.mi.us

TOY ROBOTS: You've got them, I want them! I've got several hundred, but there's always room for more! Brad Foster, Box 165246, Irving, TX 75016.

DINOSAUR ITEMS wanted- any vintage plastic, wax, metal, and model kits, etc. Call or write: Andrew Steven, C/O Ian's, 1151 2nd, NYC, NY 10021. 212-979-9205.

HEROQUEST BARBARIAN Quest Pack and Elf Quest Pack needed. Allen, PO Box 540352, Dallas, TX 75354. E-mail: knightcea@aol.com please.

4720 VIDEO GAMES FOR SALE

DOWNLOAD A free game at http://members.tripod.com/~adano3dgame/southpark.com Won't work with Mac. Kashyyyk@wndl.net

4721 VIDEO GAMES WANTED

FINAL FANTASY 2 and 3 for SNES. Boxes and instructions preferred, but not absolutely necessary. Matt Biswell, 1626 Rossi St., Boise, ID 83706-3354.

4800 FANZINES, FOR SALE

STAR WAR Marvel Issues #33 page #17. Asking $125. Infantino Artwork. Jim Ryan, 4860 Bluesky Drive, Castle Rock, CO 80104. jr3rd@worldnet.att.net

YELLOWBACK LIBRARY is a monthly magazine for collectors of Children's Series books. Sample issue $3. Gil O'Gara, Box 36172, Des Moines, IA 50315.

http://members.tripod.com/~HAMRMAN52/index-6.html is my web page for Comic Book Marketplace back issues for sale. Write to: Hamersky, PO Box 1334, San Diego, CA 92112.

STELFREEZE, MADUREIRA, Romita Jr., and more in Superstar Sketchbook! Send $7 plus $2 shipping to: Bernal, 1661 Madrid St. #1, Salinas, CA 93906.

THE MODERATE Sized Book of Crummy Cartoons, $2 plus SASE. PO Box 131, Eddington, ME 04428. "Arf- Arf- Arfe!"; Popeye, The Sailor Man.

DARK SHADOWS and other media fanzines. See list at: www.archerbooks.com or send SASE to: P.O. Box 27686, Tempe, AZ 85285-7686.

TRY IT'S a Fanzine, the best old fashioned article zine nobody's ever heard of. #47 now available. $3. Gene Kehoe, 1421 Bertch, Waterloo, IA 50702.

4801 FANZINES, WANTED

COMICS BUYERS Guides; frantically, desperatly, searching, looking and just generally going nuts trying to locate any CBG's from June to August of 1989. Any condition. Please help me! Joseph Serpico, 325 Brookfield Ave., Staten Island, NY 10308. 718-317-9876, e-mail: serpi@earthlink.net

4900 NEWSPAPER STRIPS, FOR SALE

COMICS REVIEW Sunday Daily newspaper strips. $3 each; $2 first and 50¢ each postage. Inquire 716-882-2875. Donald Whyte, 46 Greenwood Pl, Buffalo, NY 14213-1424.

PICK OUT dates. Daily and Sunday. Great Selection. 1895 to 1997. Send your wantlist and SASE to: Gordon Campbell, 1124 Brookmeade Drive, Nashville, TN 37204.

CHARLES SCHULZ subscribes to Hogan's Alley- shouldn't you? For fans of strips, books. Sample issue $7. Hogan's Alley, POB 47684, Atlanta, GA 30362. http://www.cagle.com/hogan

R.C. HARVEY'S Art of the Funnies, profusely illustrated aesthetic history of milestone strips, $25, autographed from author, 2701 Maplewood Dr., Champaign, IL 61821.

FREE! LIST of Sunday pages for sale. Send for your copy today. Buying original strip art. Also trade. James Doyiakos, 2221 W. Lawrence, Chicago, IL 60625.

TABLOID SUNDAY Sections "Stars and Stripes" from 1980 to 1983 mint condition, $5 each. Peter Vollmann, PO Box 813, Hanalei, HI 96714. E-mail: Vollmann@Hawaiian.net

PRINCE VALIANT Sunday pages for sale. #1456-1559, $1 ea. SASE for sales/ want lists. Todd Goldberg, 215 Holmecrest Rd., Jenkintown, PA 19046. E-mail: tgoldberg@aol.com

FREE! LIST is now ready illustrated, 1920s, 1930s, 1940s, 1950s, yet to come. Get your name on list. James Doyiakos, 2221 W. Lawrence Ave., Chicago, IL 60625.

If You're Searching For A Special Item, Advertise For It!

4901 NEWSPAPER STRIPS, WANTED

SUNDAY COMICS wanted. Large collections 1900-1960 immediate cash. Trades available. Peter Maresca, 450 Monroe Drive, Palo Alto, CA 94306, pete@zenda.com Phone/FAX: 415-941-7988.

BUYING COLLECTIONS, Puck sections, Spirit tabs. Phone/ Fax 510-666-0732. Starland Strips, 1563 Solano #155, Berkeley, CA 94707.

BUYING PRE-1930 Sunday pages, full color fulls! Paying high prices! See my "Todays Collector" ad! Michael Dice, Drawer 1748, Cortez, CO 81321. 970-564-9018. E-mail: oldcomix@fone.net

BUYING 1931-1950S complete sections, many titles. What have you? Ken Mitchell, 710 Conacher Dr., Willowdale, Ontario Canada M2M 3N6. 416-222-5808.

BETTY BOOP, Alley Oop, Moon Mullins, Sports Ads, Kewpies, Batman, Kerry Drake, Others. Send list, price. Ken Mitchell, 710 Conacher Dr., Willowdale, Ontario Canada M2M 3N6. 416-222-5808.

But I Digress

From Page 122

our world. *Que sera sera.*

Also, as opposed to Superman's graven-in-stone existence, Supergirl's young life *changed*. She got adoptive parents and a new name and wound up revealing her identity to them. Superman went public with her existence, as well, introducing her to the world, once he'd decided she was ready. Readers got a sense of growth and development —

— and then she foundered. With lack of solid growth and consistent vision, Supergirl started simply to be — there. And that was all.

Perhaps that was part of the reason Supergirl never really "flew" as a solo star. Aside from being eager to please, she wound up having no real identity outside of Superman. Once she was ready to fly on her own — she plummeted. Her forays into her own title were marked by lack of reader interest and uneven stories, as writers sought ways to make her distinct from her more famous cousin.

Particularly memorable was the complete loss of her powers and the substitution of an exo-skeleton, plus an array of costumes that would have made Janet van Dyne envious in terms of their variety.

Somehow, out from under Superman's wing, she just wasn't that interesting. We were rooting for her, certainly — but we weren't sure what we were rooting for her to *do*. We knew that we didn't want her to die, of course. We just wanted her to appeal to us in that same cousin/kid sister/first crush way that she had intrigued us during her earliest appearances. But, as Supergirl grew up, she grew away from us as, well, leaving behind whatever claims to uniqueness (personality wise) she may have had and became little more than, well — a female Superman. She was at best a redundancy, at worst an annoyance.

Who better to target for a dramatic hero's death than Supergirl? Well, maybe The Flash, who had become the world's fastest man trapped in the world's slowest story, namely his endless "trial," which effectively killed the series. But The Flash was quickly and easily replaced with Wally West and was instantly revitalized. "Supergirl" was a bit more problematic; no one could just step in and take her place.

But when Supergirl did return, it seemed to fans like a massive tease and cheat. In name and general appearance she was Supergirl; in reality, she was a protoplasmic blob from a "pocket universe" (whatever the hell that is) that, in subsequent continuity, never existed in the first place. She'd gone from living in Superman's shadow to living in his shape (when she impersonated Clark Kent).

When I took on the series, I was all too aware that any number of fans would just as soon have seen Kara return and take up her mantle once more. But that wasn't going to happen; DC wasn't going to dilute Superman's status again. Still, I wanted to make the fans feel more at home. So I gave her as many of the exterior accoutrements of Kara's former life as I possibly could. I gave her parents and a secret identity of Linda Danvers, in a small town (called "Leesburg," in deference to Linda Lee), and a boyfriend named Dick Malverne — and put Stanhope College nearby. Some fans thought I was being "in-jokey." Nah. I just wanted to make the old readers feel at home as best I could.

And her abysmal taste in men continued unabated. This grand tradition was carried over near the beginning of her re-creation, as she hooked up with, of all people, Luthor. I mean, good Lord, the only way Supergirl goes more romantically wrong than that is if she has Darkseid's love child. I decided to maintain that spirit of questionable judgment by having her get involved with a demon from hell, followed by involving both her identities in a four-way love triangle with (honest to God) a super-powered horse being whose double identity is a randy lesbian.

It took me 10 issues to spell out the truth of what was going on with Linda and Andy and Supergirl and Comet (a name taken from her old Superhorse pet-paramour). Can you blame me? You don't drop one like that on the readers over the course of a two-parter.

Rumors in the hopper indicate that DC may bring back the entire multiverse concept, effectively undoing the last vestiges of *Crisis*. I wouldn't have thought it likely, but I suppose anything is possible. If that's the case, then who knows? Kara may return.

And have I got a guy for her ...

Peter David, writer of stuff, can be written to at To Be Continued Inc., PO Box 239, Bayport, NY 11705.

Advertising Information

ADVERTISERS' INDEX

A
A Fine Line 69
A.D. Vision 21
Acetylene Comics 68
Acme Seach Comics 108
Active Images 119
Alternative Cards, Inc 114
American Comic Book Company 67
Archie Comic Publishing 68
Avalon Comics 117
Awakening Comics 22

B
Bags Unlimited 123
Banks, Nick 68
BEA 116
Best Comics 26
Big Apple Conventions, Inc 13
Bill Cole Enterprise 3
Bongo Comics 68
Book Barn 110
Books Nippan 68
Borock, Steve 65
Brenner Printing Co 25
Bud Plant Comic Art 64

C
Cartoony Comics 68
Chadwick, Paul 68
Chad, Allan 112
Claypool Comics 68
Cohen, Mark 8
Colan, Gene 67
Collectibles Insurance Agen 43
Collector's Kingdom 22
Comic Book Addiction 37
Comic Connection 66
Comic Conservation 29
Comics & Fun 66
Comics Buyer's Guide 20, 43, 64, 66, 68, 109, 110, 112, 114, 118, 121
Crazy Ed's Comics 109

D
Dark Adventure 64
Dark Angel Productions 43
Dark Horse Comics 68
DC Comics 7
Death Comics 26
Diamond Comic Distributors 5, 124
Discount Comics 65
Dragon Con 65
Dreamer Comics Corp 16, 68
Dricks, Victor 117
Dynamic Forces, Inc 31

E
E. Gerber Products 11
Eclipse Paper Conservation 111
Eschenberg, Conrad 38, 39, 118
Essoe, Gabe 65
Executive Collectibles Gal 48, 49, 50, 51, 52, 53, 54, 55

F
Famous Faces & Funnies 66
Fiegel, Lisa 109

G
Galaxy of Comics 12, 117
Gary Dolgoff Comics 66
Gemstone Publishing 19
Giles B.T. & W.B. 110
Golden Memories 111
Graphic Collectibles 65, 118
Graphitti Designs 14

H
Hertzberg, Will 110, 111, 112
High Quality Comics 66
Howard Lowery Gallery 27
Human Computing 68

I
International Comic Book Co 65

J
J & S Comics 41
Jack, Glen 65
James, Allen 112
JNCO Industries 15

K
Kochanek, Patrick 117
Kookie Enterprises 65, 66
KP Adv Promotion 113
KP Book Promo 57, 71
KP Bulk Promo 47
KP Internet Adv Promo 43

L
Land of Comics 65
Laser Mach 64
Lehto, Jason 115
Loew, Jonathan 47
Los Angeles Comic Book Show 66
Lost Dutchman 67

M
M & M Comic Service 47
Mad Morgan Ent 111
Magic Cheese Press 66
Manga Entertainment Co., Inc 68
Mankuta, Jonathon 35
Marvel Comics Group 62, 63
Metropolis Collectibles 23
Morgan Publishing 68
Morris, George 64
Moy, Albert 117

N
Neverwhere Den, The 65

O
Orth, Roger 66

P
Pacific Comic Exchange 112
Paperman 111
Passaic Book Center 65
Pepoy, Andrew 68
Pioneer Entertainment USA L 2
Pittsburgh Comicon 66
Potomac Distribution 108

Q
Quantum Comics 65
Quasar Comics 111

R
R.A.P. Productions 26
Radio Comix 68
Rogers, Brent 112
Russo, Stephen 65

S
Samurai-Anime Inc 66
Silver Line Comics 110
Sky Dog Press 111
SMRC Comics 47
Snyder, Anthony 117
SQ Productions 68
Studio Daedalus 119
Sultan, Aaron 117
Super Con 112
Superworld Comics 64

T
Terry's Comics 110
Tomorrow's Treasures 111
TRH Gallery 65, 117
Tri State Original Art 45, 117

V
Vincent's Collectibles 17
Viz Communications 9

W
Wandering Star Ltd 18
Warp Graphics 68
Westfield Company 10
Wilcutt, Dennis 64
Wildstorm Productions 117
Wilson, Matthew 112
Windsor-Smith Studio 65
Wonder Con 66
World Comics 110

Y
Yee Harley 67

Z
Zeromayo Studios 110

The advertisers' index is provided as a reader service. Occasional last-minute changes may result in ads appearing on pages other than those listed here. The publisher assumes no liability for omissions or errors.

GENERAL INFORMATION

A. PAYMENT: Ads must be accompanied by payment. You may pay with a check, money order, or credit card.

B. CREDIT CARDS: We will accept the following credit cards: VISA, MasterCard, American Express, Novus.

C. DEADLINE: For all advertising is 4:00 p.m. each Tuesday, unless otherwise stated on deadline card.

D. TERMS: Cash with copy only. All advertisers must provide information for the confidential use of the publisher should questions arise.

E. CONTRACT RATES are available for 6, 13, 26, or 52 consecutive issues. Contract rates apply to fulfillment of contract items. Cancellation of a contract by the advertiser allows the publisher to reinvoice covered ads at the earned rate. This rate card is a part of the advertising contract.

F. MINORS are required to furnish a statement of responsibility from their parent or guardian before their advertising can be accepted.

G. ERRORS: Typewritten copy is recommended. The publisher is not responsible for errors resulting from long-hand or illegible copy, or changes submitted by telephone. The publisher's liability for any error shall not exceed the cost of the space occupied by that error.

H. LAYOUT and design services are provided by Krause Publications for advertisers who do not submit camera-ready copy. Due to the creative and subjective nature of these services, credit will not be allowed for conceptual variations.

I. GRADING: Items offered in any ad must be properly described as to condition, conforming to the standards set forth in Comics Buyer's Guide Price Guide. Advertisers may also exercise the option of grading offerings by applying a unique personal system, providing the standards applied are detailed in the ad to avoid confusion.

J. RETURN PRIVILEGE: Except as otherwise specified in any ad, an advertiser must accept the return of any merchandise postmarked within ten working days of its receipt by a customer.

K. P.O. BOX ADS are allowed, but the permanent home address, phone number and place of business of the advertiser must be filed with the publisher before advertisements may be printed.

L. SPECIAL PAGE POSITIONS are available at a premium, inquire for details.

M. ADVERTISING AGENCIES: There are no agency discounts.

N. CAMERA READY display ads qualify for a 15% discount. Copy must be ready for camera without additional paste-up or film work required. No charge for reproductions, enlargements or mail response key change. Classified Display, Comics Trader, Collector's Showcase and classified word ads do not qualify for the camera ready discount.

O. SPACE RESERVATIONS available for camera ready ads only. Must be made prior to ad deadline. Reserved space must be paid for even if ad does not arrive on time.

P. PRE-PRINTED INSERTS are available in Comics Buyer's Guide. Inquire for additional information and technical specifications.

Q. CIRCULATION is throughout the United States and Canada by subscription and single copy sales by agents in shops and other outlets.

R. PROOF OF PUBLICATION: Tear sheets of new display ads are mailed to those advertisers requesting this service. We regret we cannot provide this service to classified advertisers.

S. NOTE: All advertising orders are accepted subject to the terms and provisions of the current rate card. Krause Publications, Inc. reserves the right to decline advertising or suspend advertising privileges for such periods of time as in its discretion it sees fit, for any reason, whatsoever, irrespective of the validity of the reasons for such declination or suspension. The forwarding of an order is construed as acceptance of all rates and conditions in effect at the time the advertising is submitted. The publisher will not be bound by any conditions, printed or otherwise, appearing on any order for advertising space, billing instructions or copy instructions which conflict with its policies. Advertisers and advertising agencies assume liability for all content (including text representation and illustrations) of advertisements printed, and also assumes responsibility of any claims arising therefrom made against the publisher. It is the advertiser's or agency's responsibility to obtain appropriate releases on any item or individual pictured in their advertising. All agreements are subject to strikes, accidents, acts of God, or other contingencies beyond the publisher's control. The publisher reserves the right to edit any advertising copy to conform with its standard advertising policies, and to reject any ad which in its opinion is unethical or objectional for any reason.

SEND ADS AND PAYMENT TO:
COMICS BUYER'S GUIDE
Advertising
700 E. State St., Iola, WI 54990

COMICS BUYER'S GUIDE
700 East State Street
Iola, Wisconsin 54990
(715) 445-2214
FAX#(715) 445-4087
TELEX#55-6461
(Krause Publ.)

Advertising Deadlines

AD DEADLINE	NO.	ISSUE	AD DEADLINE	NO.	ISSUE
Tues., Oct. 6, 1998	1302	Oct. 30, 1998	Tues., Oct. 27, 1998	1305	Nov. 20, 1998
Tues., Oct. 13, 1998	1303	Nov. 6, 1998	Tues., Nov. 3, 1998	1306	Nov. 27, 1998
Tues., Oct. 20, 1998	1304	Nov. 13, 1998	Tues. Nov. 10, 1998	1307	Dec. 4, 1998

DISPLAY ADVERTISING

(Cost per ad per issue: ads must run consecutively)

AD SIZE	1 ISSUE	6 ISSUES	13 ISSUES	26 ISSUES	52 ISSUES
A. 2 col. x 2-5/8" (4-7/8" x 2-5/8")	$100.00	$98.00	$96.00	$92.00	$84.00
B. 2 col. x 5-3/8" (4-7/8" x 5-3/8") or 4 col. x 2-5/8" (10" x 2-5/8")	$189.00 / $189.00	$185.00 / $185.00	$181.00 / $181.00	$174.00 / $174.00	$159.00 / $159.00
C. 2 col. x 11" (4-7/8" x 11") or 4 col. x 5-3/8" (10" x 5-3/8")	$294.00 / $294.00	$288.00 / $288.00	$282.00 / $282.00	$270.00 / $270.00	$247.00 / $247.00
D. 4 col. x 11" (10" x 11")	$530.00	$519.00	$509.00	$488.00	$445.00

CLASSIFIED DISPLAY

(Cost per ad: ads must run consecutively to earn contract discounts.)

AD SIZE	1 ISSUE	6 ISSUES	13 ISSUES	26 ISSUES	52 ISSUES
1. 1 col. x 1" (2-1/4" x 1")	$20.00	$19.50	$19.00	$18.00	$17.00
2. 1 col. x 2" (2-1/4" x 2")	$29.50	$29.00	$28.00	$27.00	$25.00
3. 1 col. x 3" (2-1/4" x 3")	$38.00	$37.00	$36.00	$35.00	$32.00

CLASSIFIED WORD ADS:

Our "Classified" ads are heavily read. Base rates are 40¢ per word with discounts for multiple issues. Please print and punctuate - we are not responsible for error due to long-hand and illegible copy. For more information see classified ad form in the classified section. Credit card customers can place word ads TOLL FREE - Call 1-800-942-0673. (This is for classified word ads only.)

UNIT ADVERTISING:

A. COLLECTORS SHOWCASE

Collectors Showcase Units are 3-1/4" wide x 1-5/8" high and can be bought in multiples. All typesetting is done by Krause Publications and is included in the price.

Cost per ad per issue: ads must run consecutively to earn contract discounts

1 Issue	6 Issues	13 Issues	26 Issues	52 Issues
$30.00	$29.00	$28.00	$27.00	$25.00

B. COMICS TRADER ADS

"No-frills" advertising with a price to match. Design your own ad - just type your ad clearly on an 8-1/2"w x 8-1/2"h sheet of paper. We will reduce your Trader ad to fit a 1/9 page space (3-1/4"w x 3-1/4"h). Super Traders should be typed on an 8-1/2"w x 8-1/2"h sheet of paper which will be reduced to fit a 5" x 5" space.

Regular Trader

(Cost per ad per issue: ads must run consecutively to earn contract discounts. Limit 6 Trader spaces per page per advertiser.)

1 Issue	6 Issues	13 Issues	26 Issues	52 Issues
$41.00	$40.00	$39.00	$38.00	$34.00

Super Trader

(Cost per ad per issue: ads must run consecutively to earn contract discounts. Limit 2 Super Trader spaces per advertiser per page.)

1 Issue	6 Issues	13 Issues	26 Issues	52 Issues
$110.00	$108.00	$106.00	$101.00	$92.00

C. COMICS STRIPS

Comics Strip ads are 10"w x 2⅝"h and are reserved for publishers promoting their comic titles.

1 Issue	4 Issues
$85.00	$300.00

D. RETAILER DIRECTORY ..... $3.50 per issue

Leads fans to your cash register! List your store name, address, phone number and 15 words of description. Sold in 26 and 52 week increments. It's targeted more to the comics buff than the yellow pages - and it's more cost effective. If you sell COMICS BUYER'S GUIDE in your store, we will publish your listing in bold face type at no extra charge.

ADVERTISING REQUIREMENTS

A completed reference form must be in our confidential files before any buy, sell or trade ad can be placed. See below. Minors are required to furnish a statement of responsibility from their parents or guardian before their advertising can be accepted.

Payment must accompany an advertisement and must be in the form of a personal check drawn on U.S., Canadian or Mexican bank; money orders; international money orders; cashier's checks; or with your VISA, MasterCard, American Express or NOVUS credit card. Send your credit card number, expiration date, and the name on the card, along with permission to charge the card for your ad, with your advertising copy.

REFERENCE FORM

COMPANY NAME _____
STREET ADDRESS _____
CITY _____ STATE _____ ZIP CODE _____
PHONE NO. _____
SOCIAL SECURITY # _____
TYPE OF BUSINESS _____
☐ CORPORATION
☐ CO PARTNERSHIP ☐ LIMITED PARTNERSHIP
NO. OF YEARS ESTABLISHED _____ ☐ INDIVIDUAL PROPRIETOR

PRINCIPAL OWNERS - STOCKHOLDERS - PARTNERS - OFFICERS OF COMPANY

NAME _____
MAILING ADDRESS _____
CITY _____ STATE _____ ZIP CODE _____
TITLE _____

TRADE REFERENCES

NAME _____
ADDRESS _____
CITY _____ STATE _____ ZIP CODE _____
PHONE _____

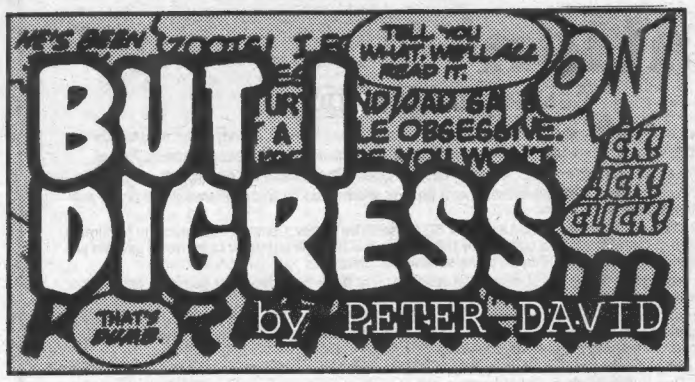
BANK REFERENCE

BANK NAME _____
CITY _____ STATE _____ ZIP CODE _____
PHONE _____
BANKING OFFICIAL _____

I (we) hereby authorize Krause Publications and/or its credit agent to investigate the references herein or statements or other data obtained from me or any other person pertaining to my credit and financial responsibility. I understand that it is Krause Publications' policy to require cash in advance for all advertising until credit has been established or approved.

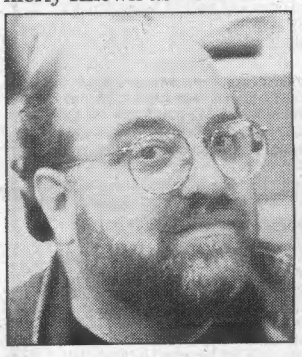
Further, I (we), the undersigned, will be held personally responsible and promise to pay promptly within 15 days of the billing date for all advertising debts incurred by the above named business and owing to Krause Publications.

AUTHORIZED SIGNATURE(S) OF APPLICANT(S). _____



"Bring back Kara."

It's probably the most-repeated (if I were cynical or in a bad mood, I'd probably say "tired") refrain that I hear, as the current writer of the Character Currently Known as Supergirl (and Formerly Known as Kara Zor-El.)



Even those people who like the character's current incarnation have their first loyalty to Superman's cousin, who was wiped out of existence during *Crisis on Infinite Earths*. I'd say "unceremoniously wiped out," but there was more ceremony, pomp, and circumstance around her demise than one usually sees at the average college graduation. There are some fans who would happily see Matrix/Supergirl vanish from the DC universe in a burst of flame, if it meant Kara's return. There are others who sufficiently like her current incarnation, plus supporting cast, to want to keep her around, even if Kara came back — but simply call her something else other than "Supergirl" so that the name could be returned to the previous owner.

"Was there ever any character, anywhere, who had more miserable taste in men than Supergirl?"

Yes, yes, I know, Kara wasn't the "original" Supergirl. There was another one in an earlier story who was a one-shot appearance. And, yes, I also know there's a "Kara" who showed up in a DC/Dark Horse crossover whose presence remains a constant source of interest to fans. But, for the purpose of this dissertation, I'll confine all my references to that Silver Age pixie who popped out of a fallen space ship and announced her (obvious) presence to a startled Superman.

No longer unique. The advent of Supergirl was one of the first steps in the de-uniquing (there's a new word) of Superman. When something is successful (as Superman unquestionably was), there is a compulsion to try to imitate that success by imitating its originator. That's where spin-offs and sequels come from. It's not so much a creative impulse as it is a corporate one. Thou Shalt Create New Books and Characters Who Will Sell — and the way to improve the chances of their selling is by creating parallels or tie-ins to established, proven properties.

By the time the 1960s rolled around, Superman had gone from being the last survivor of the doomed planet Krypton ("That's what we get for naming the place after an element!" said an annoyed Jor-El in a *Mad* spoof) to being one of a crowd of refugees on par with Boat People. There were Superman, Supergirl, Krypto the Superdog, the entire bottled city of Kandor, and even the Phantom Zone villains.

But, as Superman's popularity diminished over the years, sales dropping precipitously so that the Superman family was among the lower-selling DC's titles, the feeling seemed to be that the imitation — rather than being the sincerest form of flattery — had cost Big Blue. He was no longer unique, and that was suddenly a bad thing. Something had to be done. The super-hangers-on had piled onto the Superman legend so thickly that you couldn't see the original guy any more, and they had to be scraped away like barnacles.

Just as Supergirl's advent was emblematic of Superman becoming one of the gang, Supergirl's demise was one of the first steps in transforming The Man of Steel back into the Last Survivor of Krypton. And she was done away with about as comprehensively as any character could be obliterated. She was wiped right out of existence. Not only was she dead, but, thanks to rebooted continuity, she had never lived in the first place. Fans howled, fans raged.

What they did *not* do, of course, was support her from a sales point of view in the first place.

In terms of sales success, Supergirl was right up there with Hawkman and Aquaman as someone who had a following, but never sufficiently large *enough* to wield any sort of sales clout. No one ever seemed to know quite what to do with her. So why is it that a character who was, at best, a back-up character and, at worst, a cheap female knock-off created primarily to cash in on Superman's popularity — why and how has she retained such a hold on the hearts and minds of fans?

There is, of course, the simple answer: All you have to do to get fans to want something is to take it away from them. Some fans expressed boredom with Chris Claremont on *X-Men* — until he forcibly had to part company with the series. Now, rumors of Claremont back on the mutant titles is enough to kick the salivary glands of fans everywhere into overdrive. When Jean DeWolff was knocked off in one of my earliest Spider-Man stories, we were deluged by letters from people claiming that she was their favorite character — even though her more-than-a-year absence from the titles had garnered virtually no inquiries whatsoever as to her whereabouts. Both characters and creators who are taken for granted are suddenly coveted, once the fans don't have them to take for granted any more.

But it may be more complicated than that.

Part of it is that Kara made a terrific first impression. She was young, naive, eager-to-learn — and, most enticingly, she was a secret. Rather than simply announce her presence to the world, Superman opted to keep her under wraps. Since Superman was apprehensive about Supergirl's existence being exposed and was concerned about how she would interact with the unfamiliar planet's population, he naturally did the one thing that made no sense at all: He plopped her in an orphanage, providing maximum danger of her blowing her identity, since it hinged on her ability to interact smoothly with a species she had never met — and she had to keep that damned wig on.

Why she needed a wig at all was also questionable. Why not just let her walk around with her normal blonde hair hanging out? No one was going to look at her and say, "Hey, you're Supergirl!" considering that Supergirl didn't officially exist. If, for some reason she needed a disguise, what was wrong with tying her hair back and wearing glasses? You never saw Clark wearing a wig. And if, later, Superman chose (as he eventually did) to "out" her, she could have worn a mask to conceal her identity at that point in the event that glasses weren't deemed sufficient. Go figure.

Secret appeal. The thing is, since Kara was a secret, that made her mightily appealing to the readers. We were all in on the secret, as well. Not only that, but her adventures were necessarily smaller-scale than Superman's. As opposed to grand cosmic epics, Supergirl's adventures were more intimate — and often tests of her ingenuity, since she couldn't make any sort of public appearance. Right at the start, she deemed herself as Midvale's "guardian angel" (a term that became literal, since I started on the character's new incarnation.)

Plus, Kara seemed so gosh-darned eager to please. To please not only Superman, but *us*. Her every appearance seemed to cry out, "Like me, like me!" It was hard not to. It would have been like clubbing a baby seal. This perky blonde, in her little ice-skating, blue-skirted outfit, was a combination of every kid sister you ever had to look out for and every girl in class you ever had a crush on.

And talk about crushes — good God, was there ever any character, anywhere, who had more miserable taste in men than Supergirl? She didn't just encounter the standard, run-of-the-mill jerks in the dating pool — no, not our girl. Like mosquitos to a fat farm, the most inappropriate mates in the galaxy swarmed to her. If there was a fugitive from a space prison in the area or an escaped Phantom Zone villain or someone on the run from the future or some guy hiding from the past or a disguised horse — they zeroed in on Supergirl, and she loved them all. And they used her or loved her, depending upon their disposition.

Perhaps that's what drew us to her, on an emotional level. As she drifted from one loser beau to the next, we couldn't help but wish that, somehow, we could enter the comic book and treat her right. We wouldn't betray her or trap her or use her for vicious, evil ends.

Heck, even Superman was attracted to her, and not just in a big-brother fashion. In one memorable story, Supergirl set out to find the ideal mate for her cousin, without much success. When she sorrowfully informed Superman of her failure in the matchmaking department, she was astounded, when he chucked her under the chin and told her that, if he were on the lookout for Mrs. Superman (his lack of interest, I'm sure, likely coming as the ideal piece of news to Lois Lane), as far as he was concerned, he'd look no further than Kara herself (and, boy, did she look jazzed when he said that.)

Readers got the impression that, all things being equal, he'd gladly have wedded her on the spot. And, indeed, if Larry Niven's "Man of Steel, Woman of Kleenex" analysis of Superman's sex life is anything to go by, Supergirl might, indeed, be one of the few females on Earth who could have handled a night of ardor with the caped one. (For that matter, a *non*-super male might not have much more luck withstanding a fling with Supergirl. Her super-legs wrapped around him could easily crush him in the throes of passion, to say nothing of other potentially lethal spasms.)

However, since cousins couldn't marry under Kryptonian law, such a union was out of the question. Considering that Krypton no longer existed, except in the shape of assorted hues of rock, such strictures might have been tossed by the wayside — particularly if it meant the potential propagation of the Kryptonian race. But this was back in the days when Superman never met a rule he didn't obey. Supergirl subsequently found an older, dead ringer for herself to match up with Kal-El, but she couldn't survive on

(Continues on Page 120)

BAGS Unlimited INC

7 CANAL ST., DEPT. C, ROCHESTER, NY 14608

Use our
100% VIRGIN POLYETHYLENE
bags for the most
ECONOMICAL, ARCHIVAL STORAGE
of your collectables.

FREE PHONE CALL CATALOG
1-800-767-BAGS

NEW COMIC 6-7/8 x 10-3/8
Fits 1973 - Current Comics

	2 Mil	3 Mil	RESEALABLE 3 Mil
100	4.35	5.65	8.00
500	19.35	24.00	34.90
1000	28.45	33.75	58.00
5000	124.70	152.45	273.00
PCode:	SNC2	SNC3	SNC3R

REGULAR MARVEL 7-1/8 x 10-3/8
Fits 1962 - 1972 Comics

	2 Mil	3 Mil	RESEALABLE 3 Mil
100	4.35	5.65	8.00
500	19.35	24.00	35.90
1000	28.45	33.75	59.65
5000	124.70	152.45	273.00
PCode:	SMAR2	SMAR3	SMAR3R

DELL & SILVER AGE 7-1/2 x 10-3/8
Fits 1950 - 1962 Comics

	2 Mil	3 Mil
100	4.85	6.20
500	19.80	24.55
1000	35.50	41.10
5000	158.90	189.30
PCode:	SDSA2	SDSA3

GOLDEN AGE COMICS 7-7/8 x 10-3/8
Fits Pre-1950 Comics

	2 Mil	3 Mil
100	5.15	7.10
500	20.10	27.90
1000	36.45	47.70
5000	170.00	220.70
PCode:	SGA2	SGA3

MAGAZINES

	STANDARD 8-5/8 x 11-1/8		LARGE 8-7/8 x 11-1/8	
	2 Mil	3 Mil	2 Mil	3 Mil
100	7.25	9.35	8.00	10.30
500	28.35	34.00	31.10	37.40
1000	43.90	55.85	48.20	61.45
PCode:	SMAG2	SMAG3	SMAGL2	SMAGL3

LIFE MAGAZINE

	REGULAR 10-1/4 x 12-1/4		LARGE 10-7/8 X 14-1/4	
	2 Mil	3 Mil	2 Mil	3 Mil
50	4.90	6.70	5.95	7.60
100	8.65	9.30	9.20	11.00
500	37.50	41.90	40.20	48.45
1000	59.75	77.55	66.45	86.40
PCode:	SLMR2	SLMR3	SLMLC2	SLMLC3

TABLOID (No Flap)

	REGULAR 12 x 19		LARGE 14-1/4 x 19	
	2 Mil	3 Mil	2 Mil	3 Mil
50	8.90	11.10	9.20	13.25
100	12.40	16.45	13.55	19.40
500	47.05	64.35	51.75	75.95
1000	89.30	122.20	98.30	144.30
PCode:	STAB2	STAB3	STABL2	STABL3

ORIGINAL ART (No Flap)

	REGULAR 10-1/2 x 19	LARGE 11-1/2 x 19
	3 Mil	3 Mil
100	12.90	14.20
500	49.55	54.90
1000	93.90	104.40
PCode:	SOAS	SOAL

Note: Bags have a 1 1/2" flap unless noted.

COMIC DIVIDER
7 3/8 x 10 7/8

PLASTIC		CORRUGATED	
		50	$9.25
25	$18.00	100	15.30
50	28.75	500	58.30
100	50.00	1,000	79.30+Frt
500	225.00	2,500	150.45+Frt
1,000	340.00+Frt	5,000	285.80+Frt
Prod. Code:	DCOMP		DCOM

.030 gauge White Polystyrene. Fits in our Comic Boxes with the lid on.

275 lb. Test Corrugated material. INDEXED and WHITE on one side.

COMIC BOOK MAILER
7 1/2 x 10 3/4 x 1 1/4
Holds 12-14 Comics

10	$8.50
25	16.00
50	27.00
100	43.50
250	90.00+Frt

Prod. Code MCOM14
Made from 200 lb. Test Corrugated material

BACKING BOARDS

- ECONOMY – .030" Thick non Acid-Free Grade. White on one side. For Intermediate Storage.
- INTERMEDIATE – .028" Thick Acid-Free, White on both sides. For Long Term Storage.
- SUPERIOR – .040" Thick Acid Free, White all the way thru with 3% Alkaline Buffer. For Indefinite Term Storage.

DESCRIPTION / SIZE	PRODUCT CODE	• GRADE	GAUGE (in)	PRICE PER QUANTITY 25	50	100	500	1000
NEW COMIC 6-11/16 x 10-3/8	KCB30N	ECONOMY	0.030	2.90	5.35	8.25	29.10	53.75
	KAF28N	INTERMEDIATE	0.028	5.90	10.55	16.50	66.65	117.50
	KAF40N	SUPERIOR	0.040	10.30	19.10	33.30	144.70	251.80
REGULAR MARVEL 6-15/16 x 10-3/8	KCB30R	ECONOMY	0.030	2.90	5.35	8.25	29.10	53.75
	KAF28R	INTERMEDIATE	0.028	5.90	10.55	16.50	66.65	117.50
	KAF40R	SUPERIOR	0.040	10.30	19.10	33.30	144.70	251.80
DELL & SILVER AGE 7-3/16 x 10-3/8	KCB30DSA	ECONOMY	0.030	3.55	5.55	8.75	35.45	60.00
	KAF28DSA	INTERMEDIATE	0.028	7.10	11.25	17.40	70.85	124.60
	KAF40DSA	SUPERIOR	0.040	11.00	19.35	36.65	153.50	266.85
GOLDEN AGE 7-11/16 x 10-3/8	KCB30GA	ECONOMY	0.030	3.80	5.90	9.25	37.25	63.55
	KAF28GA	INTERMEDIATE	0.028	7.60	11.75	18.50	74.45	131.65
	KAF40GA	SUPERIOR	0.040	11.85	21.50	37.50	162.70	282.95

STORAGE & DISPLAY BOXES

These boxes are stronge enough to stand on. They are 275 lb. test corrugated and come with a white finish. For EXTRA STRENGTH our LONG COMIC boxes have four thickness of cardboard on the ends where the handle holes are. Our Boxes are easy to assemble and need no tape or glue. All boxes come with 3" Deep Cover. BAGS UNLIMITED Boxes are the standard of the industry. DON'T SETTLE FOR SECOND BEST!

PAPERBACK
7-3/4 x 4-3/4 x 15
Holds 20 3/4"wide paperbacks.

2	$9.50
5	19.40
10	33.65
25	66.65
50	116.35
100	173.30+Frt

Prod. Code XP20

MAGAZINE
9 x 11-1/2 x 15
Holds up to 150 Magazines. Also use for Golden Age Comic Books or folded One Sheets.

2	$9.50
5	19.40
10	33.65
25	66.65
50	116.35
100	173.30+Frt

Prod. Code XMAG150

LIFE MAGAZINE
11-1/2 x 14-3/4 x 15-3/4
Holds 60 - 65 Life Magazines.

2	$11.55
5	25.10
25	92.55
50	161.60
100	235.00+Frt

Prod. Code XLM65

COMPACT COMIC
7-3/4 x 11 x 15
Holds up to 200 Comics

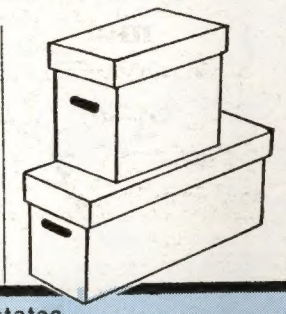
2	$9.40
5	21.05
10	32.65
25	67.45
50	100.00+Frt
100	180.00+Frt

Prod. Code XCC200

LONG COMIC
7-3/4 x 11 x 26
Holds up to 300 Comics

2	$11.20
5	25.55
10	48.20
25	106.40
50	141.50+Frt
100	250.00+Frt

Prod. Code XLC300



OUR PRICES INCLUDE SHIPPING EXCEPT WHERE NOTED

PLEASE READ Money Orders and orders charged to MC/VISA are shipped within 48 hours. All sizes in stock at all times. Because we are manufacturers we can make any size bag. If you need a size not listed, please call or write for a price quote.

States of: Florida, LA, MO, MN, and all states west of the Mississippi add 10%.
Please send street address, no box numbers. All prices subject to change without notice. All bags have 1-1/2" flap unless otherwise noted. To place an order or for information call 1-800-767-BAGS. Alaska, Hawaii, Canada & Foreign. Call or Write for Price Quote.

PLEASE CHECK APPROPRIATE BOX:
☐ MONEY ORDER
☐ CHECK ENCLOSED
☐ CHARGE TO MY VISA/MC
☐ SEND C.O.D. ADD $5.25
CREDIT CARD

MasterCard VISA C.O.D.

SIGNATURE _____
EXP. DATE _____
DAY PHONE ( ) _____
CREDIT CARD NO. _____

QUANTITY	MIL	PRODUCT CODE	DESCRIPTION	PRICE

☐ PLEASE CHECK BOX IF YOUR ADDRESS HAS CHANGED

NAME
ADDRESS
CITY STATE ZIP

NO POST OFFICE BOX
CUSTOMER ACCOUNT NO.

SUB TOTAL
NY State Residents add 8%
Florida, States West of the Mississippi, Including entire states of LA, MO, MN, add 10%
All orders under $25.00 add $3.50
C.O.D. orders add $5.25
TOTAL

BAGS UNLIMITED INC., 7 CANAL ST., DEPT. C, ROCHESTER, NY 14608 (716) 435-9006 FAX: (716) 328-8526

Check out these *PREVIEWS* Exclusives!

Available in the October issue of *PREVIEWS*!

Be sure to request these toys now from your favorite comic shop! Available only in limited release!

PREVIEWS EXCLUSIVES

STAR WARS LUKE SKYWALKER IN BACTA TANK STATUE

A Previews Exclusive! A super cool limited edition statue of Luke Skywalker recuperating after his near-death encounter with the dreaded Wampa!

- Exquisitely detailed, hand-painted cold-cast resin diorama!
- Features Luke suspended in bacta tank, and medical droid Onetoobee (1-2B)!
- Flip a switch, and the bacta tank is cast in an eerie blue glow!
- Limited to 1,500 worldwide, boxed with a Certificate of Authenticity!

125.00

OCT982502

BABYLON 5 6" ACTION FIGURES SERIES IV

Here's the fourth series of very cool, exquisitely sculpted 6" action figures—available only through *Toys R Us* and *Previews*! This series features:

- *PSI Cop Bester*
- *Ambassador Vlur/Nhur* of the Pal'Ma'Ra
- *Ambassador She'Lah* of the Gaim Intelligence
- *Ambassador Juphar Trkider* of the Drazi Freehold
- *Captain Elizabeth Lochley*—available only through Previews!

These figures each come with a spaceship miniature, and feature different packaging and are not available through Toys R Us!
Also look for two special *Previews Exclusive* paint variants!

11.99 Sugg. Retail

OCT982385

LADY DEATH PREVIEWS EXCLUSIVE 12" ACTION FIGURE

A Previews Exclusive! Moore Action Collectibles presents this exclusively decorated 12" figure!

- Based on the 6" sculptures by Clayburn Moore!
- Features a metallic blue outfit and features a real cloth cloak!
- This extremely limited figure comes in special collector's packaging!

29.95

OCT982386

SUPERMAN ANIMATED BIZARRO & METALLO FIGURES

PREVIEWS Shared Exclusive

A Previews North American Exclusive! Here they are! Two of the coolest figures previously offered only in an assortment in June's *Previews*—now available for individual sale:

- *Bizarro* (with Car Axle and super-"tantrum" action)!
- *Metallo* (with Jet Cycle accessory that flips over to act as a BIG gun!)!

Each comes in blister card packaging and are available in North America only from *Previews*!

13.00 Each Sugg. Retail

OCT982392-93

MAC PREVIEWS EXCLUSIVE SIGNED COLLECTOR CLUB CHAOS! FIGURE SET

A Previews Exclusive! From the award-winning Chaos! Action Figure line, comes this set of Chaos! Premium figures signed by the master sculptor himself, Clayburn Moore. This special set of three figures includes:

- *Glow-in-the-Dark Evil Ernie*!
- *Purgatori Metallic*!
- *Glow-in-the-Dark Lady Demon*!

99.00

OCT982389

LOOK FOR THESE EXCLUSIVE ITEMS ALSO IN THIS ISSUE!

Shared Exclusives

- Puppet Master Totem Glow In The Dark - Comic Con Figure

Specialty Market Exclusives

- Magic: The Gathering Spirit Link Statue
- Marvel Gold Vision Action Figure

PREVIEWS

The Catalog of Your Comics Shop.

http://www.diamondcomics.com

©1998 Diamond Comic Distributors and respective copyright holders.